

Basic Era Games

The Basic Witch



The Pumpkin Spice Witch Tradition

Labyrinth Lord
Compatible Product

by Timothy S. Brannan

Samhain Blessings!

Autumn.

A time of change, a liminal time between times.

A time for warm sweaters, pumpkin spice and witchcraft!

Introducing the Pumpkin Spice Tradition, witches dedicated to to this time.

- The Sisterhood coven
- 122 Spells and Rituals for witch characters
- New Monsters from Halloweens of old
- New magic items and the magic item black market
- 3 Non-player characters to challenge or aid the mightiest characters

Fully compatible with Labyrinth Lord™ and other Basic-Era games.

Fully compatible with other witch books from The Other Side.

The Basic Witch

The Pumpkin Spice Witch Tradition

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THE
OTHER
SIDE

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FOREWORD

I will admit it. This book started as a bit of a joke.

Fall was on the way, and everyone was joking about Pumpkin-Spice this or Pumpkin-spice that. It is good-natured humor and is meant as fun at no one's expense, really.

So I scribbled down some ideas, and just like that, the Pumpkin Spice Witch was born.

But it got me thinking,

I love Fall.

I love Pumpkin-Spice flavor anything.

I love the cooler weather and picking apples and having my son make pumpkin pie.

I LOVE Halloween.

While the Pumpkin Spice Witch started out as a little silly fun, it quick grew into a celebration for all the things I love about Fall and Halloween. Witches, jack-o-lanterns, scary stories, and yes, Pumpkin Spice Lattes.

In fact, it got to be so much fun that I decided that this needs to be a full book, with some real witch spells and powers. A book I would want to play. This book now still features the eponymous Pumpkin Spice Witch tradition, it also features material that celebrates the Fall and all the things I love about Halloween.

Since this Halloween celebrates the 20th Anniversary of the release of my very first book on witches for an RPG, I wanted this release to be something special. Something that really took me back to my roots.

This is my Halloween release, designed to be used with Labyrinth Lord as part of my Back to Basic series. If you choose to use the limited edition Pumpkin Spice Edition of Labyrinth Lord, then great for you!

Timothy S. Brannan
October 31, 2019
Samhain

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PART 1: INTRODUCTION

*This sunlight shames November where he grieves
In dead red leaves, and will not let him shun
The day, though bough with bough be over-run.
But with a blessing every glade receives
High salutation; while from hillock-eaves
The deer gaze calling, dappled white and dun,
As if, being foresters of old, the sun
Had marked them with the shade of forest-leaves.*

*Here dawn to-day unveiled her magic glass;
Here noon now gives the thirst and takes the dew;
Till eve bring rest when other good things pass.
And here the lost hours the lost hours renew
While I still lead my shadow o'er the grass,
Nor know, for longing, that which I should do.*

*Autumn Idleness (1896),
Dante Gabriel Rossetti*

It must be the season of the Witch.

The witch flying high on her broom, the old hag over a cauldron, the alluring young maiden, the woman in her fall scarf, goddess necklace and a cup of coffee, pumpkin spiced.

All of these and more are the guise of the witch, though the last maybe a more modern interpretation. Witches have existed since the dawn of time and are some of the greatest of all of the spell-casters recorded in myth, story, and legend. Myth and story though do not always need to be ancient or even old.

Go back 20 or more years, and you can see the change we have brought onto the witch character. When I was little "the Witch" was Margret Hamilton in green face paint. As I grew up, she became the young college coed who discovered she had psychic powers among older people wanting to take advantage of her power, or she was Stevie Nicks. Today she could be Sabrina, Hermoigne, Piper, Tara, or Macy, to name a few.

The witch of fantasy RPGs, as I have written her in the past, has always been more about what our current perceptions of what the witch is or was than maybe what it actually

was. This book and this witch is just a little more overt about it.

A Note About Gender

Historically, witches have always been viewed as female. To reflect this, the feminine pronouns will be used exclusively, unless a distinction needs to be made. Some publishers claim that years of use have neutered the male pronouns. I do not believe that this is so. Unless a distinction based on gender needs to be made, I will use the feminine pronouns to refer to both females and males, as is done in many other languages.

What is a Witch?

Over the last two and a half decades, there have been several attempts to bring this character into the fold of the likes of warriors, wizards, and rogues in various fantasy role-playing games. Some have been successful, but others have been regarded as half-hearted attempts. This book proposes to change that.

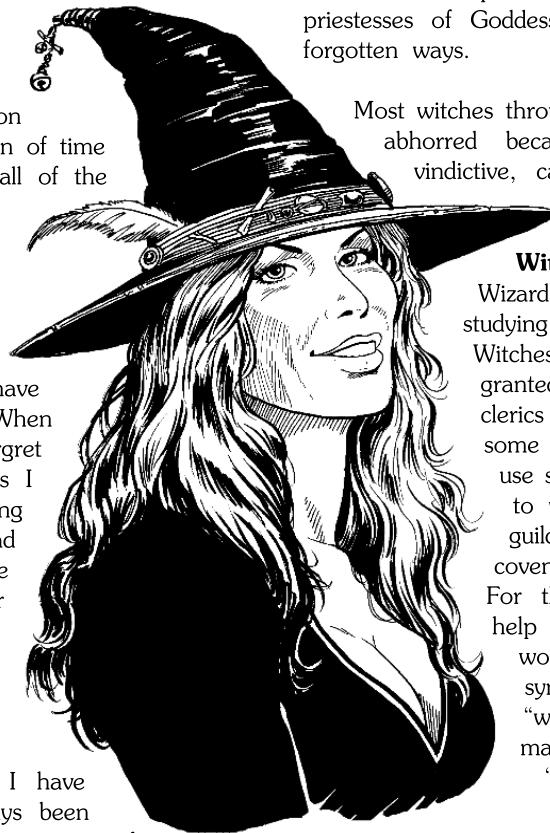
Anyone with even passing familiarity with fairytales or mythology knows witches are practitioners of ancient religions. Morgan Le Fey, Circe, and Baba Yaga were not wizards as depicted in various FRPG sources, but priestesses of Goddesses (or Gods) of old religions and forgotten ways.

Most witches throughout history have been feared and abhorred because they were believed to be vindictive, casting evil spells upon others and consorting with evil spirits.

Witches and Wizards

Wizards spend a great deal of time studying and researching their spells. Witches also study spells, but they are granted some of their spells, much as clerics are. It should also be noted that some witches do keep spell books and use scrolls. Wizards join guilds or belong to wizard schools. Witches rarely join guilds; they do, however, belong to covens.

For the purposes of this book and to help make the distinction clearer, the word "Wizard" will be considered synonymous with "Magic-User." If "wizard" is mentioned, then the one may safely assume it to mean the "magic-user" class.



070 *ELMORE*

Given some of the new spells and powers granted

to the witch, a special appendix is offered at the end of this book for augmenting wizards. Many spells in this book are also usable by the wizard.

Witches and Clerics

Witches and clerics have historically shared a very adversarial relationship. There is, of course, no reason they have to in your game. Part of the problem is witches and clerics cover much of the same ground. Witches are often referred to, both by themselves and others, as priestesses of their Patrons. One might ask, "Why is a witch needed if a cleric can perform the same function?"

Witches typically view worship as a very personal matter. Her Patron may be a God or Goddess, Spirits, or even the raw forces of Nature.

The relationship between witches and clerics of the same God, Goddess, or Patron will be determined partly by that Patron or can be decided by the Game Master (GM), but generally, Lawful aligned worshipers would tend to get along better than evil. Lawfully aligned worshipers also see the value in working together more than chaotic ones.

The cosmology of the witch differs from the typical cleric or other characters. Most witches do not believe in an afterlife of eternal rewards or punishments. Most witches instead believe in reincarnation. When a body dies the spirit is sent to rest for a time at a place known as the Summerlands. Once there, the soul reflects on their previous life, until it is time for them to return to the earthly realm and begin the cycle all over again.

Central to these core beliefs of the witch is the idea of Life, Death, and Rebirth. To the witch, life is an ongoing cycle, one that can be seen in nature, the seasons, and in the witch herself. This belief is so ingrained into the witch's philosophy that it helps determine what magic the witch can perform. Because of this, a witch cannot be raised from the dead or use the Raise Dead or Resurrect spells.

A Note About Other Witches

This book is not the first book of witches for a Fantasy Role-Playing Game. It is not even the first book of witches I have written. While I am trying to write this from a fresh point of view and something that feels organic to the Basic Era games, I do not want to ignore the past. So I have included text and concepts that have been play-tested, in some cases, for almost 35 years. There are parts of this book that are similar to my other books on witches. I have also used what I consider to be the best of the Open Gaming Content text about witches.

While cross-system compatibility was a notion, it was not the main driving force in what I wanted to do here.

Instead, I am focusing on the best Basic Witch I can present to you.

A Note about Checks

This work makes the use of Ability checks. Ability checks can be used to determine the success or failure of certain endeavors. These are often used much in the same way as skills would be in other games. To perform an Ability check, the player would roll a d20 and hope to roll under their listed ability. So to perform an "Intelligence Check" to see if an unknown language can be understood, then roll under the character's Intelligence score.

Notice and Disclaimer

This work does not attempt to be the fullest or final authority of the subject of role-playing witches in a fantasy game. It also does not try to present a factual account of the religion of witches or a sociological overview of witchcraft.

Information presented herein is designed solely for the use of individuals playing in one of the many "Basic Era" Fantasy RPG game systems. Any other intentions beyond that are outside the scope of this work and are not intended.

This work is also not intended to harm or offend anyone within the religious community of practicing Wicca or any other witch or Pagan tradition.

Just so we are all clear. This is a game. This is not an attempt to be a factual overview of witches, Wicca, or history. The witches here are the witches of fantasy, faerie tale, folklore, and myth, not Wicca or the witches of the real world. This gamebook won't make you into a witch or let you cast spells.

There are plenty of great books on real-world witches and Wicca, as well as the witches of the European Witch-craze.

A final note. This tradition also has some different rule details than other witch books I have done in the past. This is to reflect the nature of the Pumpkin Spice Witch tradition. For example, some level limits for species other than humans differ. Even from classes that I have overtly designed for the same rule-set. In any case, follow these rules when playing a Pumpkin Spice Witch and other rules when playing the other witches. As in all things, the final say in the matter is in the hand of the Game Master.

PART 2: THE WITCH CLASS

Witches are characters, human or demi-human, that have heeded the call of some other-worldly patron power. This power can be an ancient and forgotten goddess, a powerful being of the Faerie Realms, an ancient elemental Primordial, or even a darker power from beyond our reality. They are trained in the use of potions, herbs, and plants, as well as the more potent forms of magic. They cast spells, perform rituals, and learn more as they advance in levels. Witches have only the most basic training in arms and armor, having dedicated their lives to magic and the service of their Patron. The prime requisite for witches is Charisma. A Charisma score of 13 or greater will give the witch a 10% bonus on her earned experience points. A witch also needs to have a Wisdom score higher than 11 and an Intelligence score higher than 10.

RESTRICTIONS: Witches use a four-sided die (d4) to determine their hit points. They may wear leather armor (and hide if this is allowed) but may not use shields. Witches are permitted to use a dagger, staff, flaming oil, holy water, net, thrown rock, sling, and whip as weapons.

SPECIAL ABILITIES: The witch has several unique abilities, collectively known as *Occult Powers*. These will vary from witch to witch, but there are some common varieties.

Witches also can cast spells. Witch spells and Witch rituals will be discussed in **PART 4: SPELLS & SPELLCRAFT**. Witches learn their spells from a variety of means, but all will record spells in their personal tome or *Book of Shadows*. This book will also contain the formulae for healing balms, instructions for rituals, and the means to use their Tradition based Occult Powers. The witch may cast spells with other witches in the form of ritual spells. These spells grant the witch more power than she might be able to wield on her own. All witches are knowledgeable in the use of herbs. A witch of 2nd level or higher can make a healing ointment, balm or poultice out of local herbs. The witch needs to make an Intelligence Ability check to find the herbs and a Wisdom Ability check to make the herbs into a useful balm. These balms heal 1d4 + the witch's level divided by 2. So a 2nd level witch can heal 1d4 + 1 hp per use of herbal balm. A person (character, animal, or even monster) can only take benefit of one such balm per day. The witch may only prepare up to 3 such doses of balms per day.

ADVENTURES: Witches, on the whole, tend not to be adventurers. Many have terrifying memories of what some people will do to witches; others feel a close association with their homeland, their families, or their covens. There

are others, though, for whom the lure of adventuring is too much to ignore.

Witches that adventure do so for a variety of reasons. Many are searching for more magnificent magical or universal truths, or to recover a unique artifact or spell component. A small number seek, like many adventurers, fame, and fortune. Still, others desire to be away from the closed minds of their homelands and search for others like themselves. And some seek things known only to themselves and their Patron.

CHARACTERISTICS: Witches cast arcane spells, as do magic-users and wizards; they also gain some ability to cast divine spells. Both types of spells are acquired from the witch's service to their Patrons. Sometimes these spells are referred to as Occult Spells to differentiate them from Arcane and Divine.

Witches record their spells in spell-books (sometimes known as a *Book of Shadows*) like Wizards. Like shadows, that are neither all dark nor all light, witches are neither all cleric nor all wizard, but a bit of both, and something else altogether.

ALIGNMENT: Despite stereotypes and rumor, witches can be of any alignment. Many witches believe in "The Three-fold Law," which is whatever you send out into the world, will return upon you three times. So a witch is often reluctant to cast so-called "black" or evil magic. For this reason, many witches are, in fact, Lawful.



RELIGION: To a witch, to worship is to be a witch. Unlike clerics, who commune to their gods for the people, there is no middle ground between the Patrons and their witches. Unlike clerics, witches, whether good or evil, do not attempt to convert others to their faith. Witches believe one must be worthy and hear the Call.

Non-witches often misunderstand the practice of witchcraft; this is one of many factors that have to lead to distrust of witches.

Witches honor and follow their Patrons, the God, and Goddess of their faith. Many witches believe there is only a single Goddess, and all deities are merely different aspects of the Goddess. The name of the goddess may change between planes, but names are only reflections of the Goddess.

Other witches gain their powers from otherworldly beings, fiends from the lower planes, creatures from the Astral, or Spirits they take as their Patron. Who or what and how the witch worships will be detailed in **PART 3: THE PUMPKIN SPICE TRADITION**.

MAGIC: Witches are primarily arcane spellcasters, though they say their magic is older than the distinctions of “Arcane” and “Divine.”

Witches learn their magic from their Patron. They may do this via meditation, ritual, or even via their familiar. Once the knowledge of a spell is given to the witch, she copies the spell into her spellbook (*“Book of Shadows”*). Once this is done, she may relearn that spell at any time, as does a magic-user. The witch may also research spells, as does a magic-user. These spells are also recorded in their Books of Shadows.

The witch also gains the ability to cast unique spells known as Ritual Magic Spells. These spells are known to the witch and her coven and are usually divine in nature, the exact spells varying from coven to coven and Patron to Patron.

The power to cast the spells is given by the Patron but formed by the witch. In this respect, they are very similar to Divine spellcasters. While a cleric prays for her spells, a witch prepares them through ritual.

These acts might seem similar at first, but they are different. A cleric’s prayer is somewhat comparable to asking a patron kindly if they’ll grant them this power. A witch’s ritual, on the other hand, is akin to the spellcasting of a wizard, interlaced with religious elements.

Witches and Charisma

Witches learn spells from their Patrons, via their familiars. Their chance to learn and know each spell depends on their charisma scores. Also, much like clerics and wisdom, the witch gains additional spells due to high charisma scores.

WITCH CHARISMA TABLE					
CHA Score	% Spell Learn	Additional Spells by Spell Level			
		1	2	3	4
11	65%	-	-	-	-
12	70%	-	-	-	-
13	75%	1	-	-	-
14	80%	2	-	-	-
15	85%	2	1	-	-
16	90%	2	2	1	-
17	95%	2	2	1	1
18	100%	2	2	2	1
19	100%	3	2	2	2
20	100%	3	3	2	2

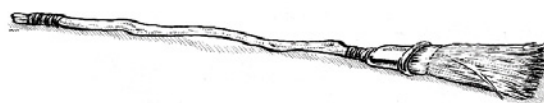
% Spell Learn: The chance that the witch learned the spell correctly the first time from her Familiar or Patron. Only applies when learning a new spell.
Additional Spells by Spell Level: When Witch can learn a spell of the given level (1-4), she gains a bonus spell.

BACKGROUND: To become a witch, one must first hear “the Call.” This is the moment in the would-be witch’s life that she understands that she will become a witch. Sometimes the Call is symbolic, such as sudden realization

after many days, weeks or months of conjecture; other times it is happenstance, the would-be witch finds an old book or a teacher; and still other times the Call is actual, the initiate actually hears the voice of their Patron calling out to them.

In many Traditions, this is known as the “Call of the Goddess.” This usually precludes any other type of training for any other profession since many witches receive this call at an early age, as children or teenagers.

All witches belong to a Tradition (defined as a style of witchcraft) and a Coven. A witch that does not belong to a geographic Tradition is said to have a “Family Tradition” because it is usually passed down from mother to daughter, or an “Eclectic Tradition,” one that has the features of many traditions. A witch without a coven is often known as a “Solitary Practitioner.” Witches learn to be witches from laws and guidelines handed down from the Patron and practiced within the covens. Solitaries often must learn the craft on their own.



STARTING FUNDS: Unless otherwise determined (by a Game Master), the witch starts out with a number of gold pieces equal to her Charisma times 10. The witch will also have a book to begin her own Book of Shadows, and a non-magical, non-consecrated athame, a blunt, ceremonial dagger. These may be adjusted according to the witch’s tradition or coven.

Note about Levels: Depending on your version of the Basic Era Rules, your classes may rise only as high as 10th, 20th, 36th or even higher levels. This book tries to offer as many options as it can for all the varieties of gameplay and gives the witch something for each of those endpoints.

Witches **up to the 10th level** are considered to be “Adventuring Witches.” These are the ones that are most often encountered. As NPCs, they are part of smaller covens or solitaries.

Witches of the **11th to 20th level** are the true powers in the campaign world. Many NPC witches in these levels have established covens of their own. Even PC witches will have several followers and could form their own coven of other witches and cowans (non-witch members). Witches of these levels will establish a **Covenstead** as a permanent meeting place.

Witches of the **21st and higher levels** represent the worldly and other-worldly power of the witch. These witches, known as the Court of Witches, mind all the affairs of the witches in the world. They are led by the *Queen of Witches*, of which there is only one.

Familiars

Familiars are as ubiquitous to witches as are cauldrons, pointy hats, and brooms. Despite their outward appearances, familiars are not animals, but rather spirits in the shape of animals. They can talk and understand human speech, but only their witch can understand them. This connection is a mental one, but it is often described as speech. This connection also allows the witch to communicate with animals of the same kind. With their familiar present, they can talk to any animal and understand what is being said. Some familiars also have a chance to know another language, which the witch then will know. Familiars do not die of old age like animals do, but they can be killed by violence. A witch starts at 1st level with a familiar. This familiar will show up when she first becomes a witch. The nature and form of the familiar will often be dictated by the circumstances of her becoming a witch. She may add other familiars as she progresses in level. The maximum number of familiars a witch may have is equal to her number of Retainers based on CHA. She may also only call a new familiar once every other level. So a witch with a CHA of 18 can have a max of 7 familiars at a time.

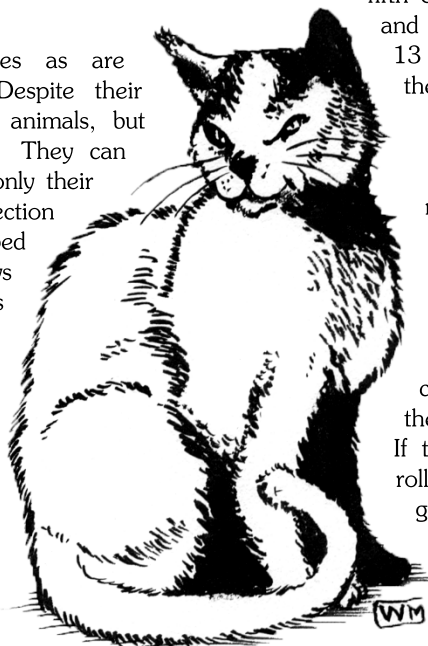
As the witch gains a level, the familiar also grows in power by acquiring 1 hit point per level the witch gains, and their armor class improves by -1 per level (to a maximum of -5 AC).

A familiar uses the same saving throws as does her witch. Anytime a familiar is killed, or if the witch releases it, she must make a saving throw vs. death or lose hit points equal to that of the familiar.

Summoning A Familiar

At 1st level, the witch gains her first familiar automatically. Once every three levels she can attempt to summon a new one, so at 1st, 4th, 7th, and so on.

Summoning a new familiar is not something that can be done lightly. The witch needs to spend a day in deep meditation and purification. The day must begin before sunrise with the witch participating in a ritual bath and cleansing that must be completed before the sun has clear the horizon. She will spend the morning preparing the area for a familiar to come, laying out small treats for the type of animal she wishes, cheese for a rat, cream for a cat, meats for a dog or wolf, and so on. She then will spend time preparing items for each sense, something for touch, taste, smelling, hearing, and seeing. Then she will also appeal to the four elements, plus the



fifth element of magic, and for the mind, body, and spirit. So in total, the witch must procure 13 items that are outside of the treat for the familiar to appeal to magic. These items must have significance to the witch and will be unique for each casting and each witch. In total, these materials will cost the witch up to 100 gp.

The witch has a base chance of obtaining a familiar equal to 65% + 3% per level up to the 11th level. So even at 11th level, the witch has a 2% chance of there not being a familiar within the area.

If there is a familiar present, then the witch rolls again to determine which familiar she gains, or the GM can choose for her.

Keeping in mind what the witch's preferences are and who she prepared her ritual. GMs and Players should work out the details. Any roll of 100%

(00) will result in a Special familiar.

Regardless of the result of the summoning, the witch will have spent the day in the ritual and will not have prepared any spells for that day. Any materials consumed cannot be reused.

List of Normal Familiars (Pumpkin Spice Witch)

2d6	Familiar	Additional Powers to the Witch
2	Bat	+2 to Dexterity checks
3	Ferret	+1 to Dexterity checks, -1 to AC
4-5	Dog	+1 bonus to Spell saves and +1 Constitution checks.
6-7	Cat	Night vision
8-9	Raven	+2 bonus to Death saves, can speak to others
10	Owl	+2 to Wisdom checks
8	Fox	+1 to Intelligence and +1 to Wisdom checks
12	Meowl	Special Familiar: Night vision, +1 to Wisdom checks.

Any familiar rolled may be replaced by the GM if the environmental conditions would not support that type of animal. Or the GM may opt to say no familiar was found.

A Note about Familiars: The Pumpkin Spice Witch has a more limited selection of familiar choices than other traditions. This is intentional to provide some different flavor to the Pumpkin Spice Witch.

Witch (Pumpkin Spice Tradition)

Prime Requisite: Charisma

Required Abilities: 11 or greater on Charisma and Wisdom. 10 or higher Intelligence.

Experience Bonus: 5% for Charisma 13-15, 10% for Charisma 16-18.

Hit Dice: 1d4 per level up to 10th level. At 11th level, +1 hit point per level, Con adjustments no longer apply.

Maximum Level: Any

Armor: Cloth, Padded, or Leather only, no shields.

Weapons: A witch may only use a dagger, staff, flaming oil, holy water, net, thrown rock, sling, and whip as weapons.

Special Abilities: Occult Powers; witch spells, ritual spells, herb use.

WITCH EXPERIENCE TABLE					Spells / Level							
Level	XP	Hit Dice	To Hit AC0	Occult Powers	1	2	3	4	5	6	7	8
1	0	1d4	20	Least	1	-	-	-	-	-	-	-
2	2,601	2d4	20	Herb/Spice Use	2!	-	-	-	-	-	-	-
3	5,201	3d4	20		2	1	-	-	-	-	-	-
4	10,401	4d4	20		2	2!	-	-	-	-	-	-
5	20,801	5d4	20		2	2	1	-	-	-	-	-
6	40,001	6d4	18		3	2	2!	-	-	-	-	-
7	80,001	7d4	18	Lesser	3	2	2	1	-	-	-	-
8	160,001	8d4	18		3	3	2	2!	-	-	-	-
9	320,001	9d4	18		3	3	2	2	1	-	-	-
10	440,001	10d4	18		4	3	3	2	2!	-	-	-
11	560,001	10d4+1	16		4	3	3	2	2	1	-	-
12	680,001	10d4+2	16		4	4	3	3	2	2!	-	-
13	800,001	10d4+3	16	Minor	4	4	3	3	2	2	1	-
14	920,001	10d4+4	16		5	4	4	3	3	2	2!	-
15	1,040,001	10d4+5	16		5	4	4	3	3	2	2	1
16	1,160,001	10d4+6	14		5	5	4	4	3	3	2	2!
17	1,280,001	10d4+7	14		5	5	4	4	3	3	2	2
18	1,400,001	10d4+8	14		6	5	5	4	3	3	3	2
19	1,520,001	10d4+9	14	Medial	6	5	5	4	4	3	3	2
20	1,640,001	10d4+10	14		6	6	5	5	4	4	3	3
21+	+120,000	+1 hp	-2 / 5 levels									

! A Witch may take a ritual spell at 2nd, 4th, 6th, 8th, 10th, 12th, 14th, and 16th levels.

WITCH SAVING THROWS					
Level	1-5	6-10	11-15	16-20	21+
Breath Attacks	16	14	12	10	8
Poison or Death	13	11	9	7	5
Petrify or Paralysis	13	11	9	7	5
Wands	14	12	10	8	6
Spells and Spell-like Devices	15	13	11	9	7

WITCH (Pumpkin Spice Witch) LEVEL LIMITS BY RACE				
Race	CHA 13-15	CHA 16	CHA 17	CHA 18+
Dwarf	NA	NA	NA	NA
Elf	7	8	9	10
Gnome	7	8	9	10
Half-elf	8	9	11	13
Halfling	5	6	7	8
Half-orc	NA	NA	NA	NA
Human	Unlimited	Unlimited	Unlimited	Unlimited

PART 3: THE PUMPKIN SPICE TRADITION

Witch's belief systems can be broken down into **Traditions**. Generally, all witches of a particular coven will belong to the same tradition. Certain traditions may put restrictions on which coven a witch may opt. Traditions are taught and are usually learned at the same time the individual learns to be a witch. Often it is challenging to know what it means to be a witch outside of the point of view of one's Tradition for it defines and colors how a witch sees herself and other witches. In areas where Traditions geographically overlap, a new witch may believe that the other witches are not even witches at all.

How a witch acts and behaves will be dependent on which tradition she belongs to. When Traditions are linked to families or groups of witches, they are sometimes called a "Family Tradition." These are often handed down from mother to daughter. Traditions are also usually tied to a geographical area, philosophy, or (in some cases) a race.

The following Tradition is presented to aid role-playing the uniqueness of the witch. In the case of most traditions, sub-traditions or alterations will be noted.

The sample Traditions listed below are based on the history of our world; the Game Master's own universe might have a completely different view on witches, and the Craft, and thus, instead of using these may opt to create new Traditions. Game Masters are cautioned to remember that Traditions are large organizations based primarily on geography, philosophy, and views of the Patron. Often a coven will serve the needs of a unique style of a witch without the need to create an entire new Tradition.

Tradition Description

The Tradition listed below contains suggestions for powers, covens, and role-playing. Remember, these are only suggestions and may need to be modified by the Game Master for a particular campaign world.

Description: Background on the tradition and about the witch that belongs to it.

Role: What is this tradition known.

Joining this Tradition: Requirements, duties, traditional ceremonies practiced by the Tradition, and a bit about those most likely to be initiated into this Tradition.

Leaving this Tradition: Everything on how to leave the tradition and the consequences thereof.

Occult Powers: Special powers the witch gains.

Special Benefits and Restrictions: These include any benefits and alignment restrictions or other benefits or penalties to belonging to this tradition.

Equipment: This includes any special ritual tools or mundane tools of this tradition.

Preferred/Barred

Covens: What covens might a witch of this tradition join or not join.

Relationship to the Patron: How the witch views her Patron and how the Patron views the witch.

Source/Views of Magic: Each tradition differs on the source and nature of magic. This is detailed here. What sets the witch apart are her views on magic. While every witch knows the source of her

magic is her patron, how that magic is learned and manipulated varies significantly from tradition to tradition. These disagreements are so fundamental to the witch that some traditionalists cannot be in the same coven as one another, despite alignment.

This also includes any views the witch might have on White magic vs. Black magic. This is not a dichotomy that witches typically see or recognize, but how others view her magic.

Archetypes: Brief descriptions of archetypical witches of this Tradition, including Lawful, Chaotic, and Neutral witches.



The Pumpkin Spice Witch Tradition

The Pumpkin Spice Witch Tradition is among the newest of all the witch traditions. While many traditions will claim descent from an older practice, whether real or not, the Pumpkin Spice Tradition knows full well that their tradition is both new and not well received in some witchcraft circles.

And they don't really care.

The Pumpkin Spice Witch does not see this as an issue. In typical witch fashion, they don't care what other witches think of them any more than what they think of other non-witches feel about them. Their approach to witchcraft is they do what feels right to them at the time. This makes them close to the Eclectic Tradition, but there is less randomness in the practice of the Pumpkin Spice Witch, and they do tend to stay true to their practices across different covens.

While some might see this attitude of their shallow, the Pumpkin Spice Witch knows that she is very self-actualized. She knows who she is, what she wants, and she doesn't really care what others think about it. The Pumpkin Spice witch glorifies everything that is fall. She doesn't really "come alive" until the temperature drops, and she can bring out her favorite sweaters and boots.

On the Pagan calendar, the Pumpkin Spice witch's favorite Sabbats, are Lughnasadh, Mabon, and Samhain. The start of Autumn is the best time of year for these witches.

Pumpkin Spice Witches, more so than any other tradition, typically live in urban or populated environments. The rural areas are the home to the Pagan Witch, the deep woods and wild places are home to the Green and Faerie Witches. Classical and Mara witches are found nearly anywhere. The Pumpkin Spice Witch is almost always the product of an urban environment. She may have a potted plant in her home as a connection to her "pagan" roots or a "dream catcher" hanging over her bed as a nod to spirituality. But this is a witch who is also focused on practicality. She could be brewing a potion in her cauldron or making a soup. Her witchcraft practice is practical, but she never forgets she is a witch, and that extends into all her workings. She will be the one that brings a jar of sea salt when a friend moves into a new home. That is, along with the bottles of wine.

Much like a Family Tradition, the Pumpkin Spice Witch learns her craft from other Pumpkin Spice witches. This can also extend to finding books on witchcraft and finding like-minded witches.

Just as there is no one way to be a witch, there is no one path to the Pumpkin Spice Witch Tradition.

Role: These witches most often serve gods or goddesses of Transition, Change, and Liminal Spaces. Autumn is a time of change and a reminder that change is a good thing.

Joining this Tradition: To join this tradition, the witch must realize that life is something to be enjoyed and lived. That enjoyment can be found in the big things that everyone knows, but mostly it should be cherished in the day to day things that most people ignore. The warm sweater on a fall day. A hot cup of coffee or tea. A cute little dog or cat. Joy is where you find it, and Pumpkin Spice witch wants to find it all.

Leaving this Tradition: Like all things the Pumpkin Spice witch can leave this tradition or return to it as she feels is right. Some do dabble in other traditions, and more than one Pumpkin Spice Witch has checked out what the Winter Witch is doing when the first snow hits the ground.

Occult Powers: The occult powers of the Pumpkin Spice witch come from her own independence, her definition of self and her personal stated goals, and how she follows them.

Like the Mara, the Pumpkin Spice sees the power in transition and change. For the Pumpkin Spice witch, though, this is the change from the time of growing (Spring-summer) to the time of rest (Autumn).

1st Level: Familiar. Typically cats or small dogs. The pumpkin spice witch has the shortest list of potential familiars. They usually choose something that works well with their lifestyle of being an independent witch and their typical urban living environment. The Pumpkin Spice witch also has access to a new type of familiar, the Meowl.

7th Level: Things Man Was Not Meant To Know are Fine for Women. There are things that man was never meant to know. Mostly because they never ask a woman. The Pumpkin Spice witch can add a bonus of +1 per level to any Intelligence-based or Wisdom-based roll to determine the nature of any magical effect, artifact, scroll, or monster origin (if that creature can be considered magical). As a bonus, if a male magic-user (but not another witch) makes the same check and fails, the witch can make or remake the check (if she had made it before and failed) and add +2 per level to her ability check. If she makes the check and succeeds where the Magic-user had failed, then she will gain a

+1 on all future checks anytime this same magic-user is present.

13th Level: Resting Witch Face. The witch at this level has such a countenance that others are unwilling to approach her or talk to her. The morale score of any creature approaching the witch drops by 2. The witch can focus her attention on one creature and cause it to make an automatic morale check at an additional -2 (-4 total). If the result is a Full Retreat for the creature, then all other creatures in the same combat will have their morale reduced to -3.

She can, of course, turn off this power at will, but she must state that she is not using this power.

OPTIONAL RULE

In games that do not use the optional morale rules, the witch can “Turn” any single creature as if she was a cleric of the same level. Higher-level witches do not “destroy” these creatures on a “D,” but instead, they run off and do their best never to return.

19th Level: I Want to See Your Boss. The witch is such a commanding presence that she can actually force a subordinate to stop what they are doing to summon their leader. This can be used in any combat or non-combat situation. If the creature in question does not have a leader, it will wander off till it finds a creature of greater power to bring to the witch. The targeted creature is allowed a save vs. Paralysis, modified down by the witch’s charisma.

Creatures not affected by charm, hold or sleep spells, such as undead and constructs, are immune to this power.

Sidebar: Occult Powers Past 20th Level

25th Level: Focused Mind. The Pumpkin Spice witch has become so focused on her pursuit of self that her mind is no longer that of an ordinary mortal. She becomes immune to charm and hold spells. Her mind can't be probed or read via telepathy, ESP, or similar powers.

31st Level: Timeless Body. The witch appears to stop aging, and her effective lifespan is doubled. She also can't be magically aged. Any penalties she may have already incurred remain in place. The witch still dies of old age when her time, doubled as it is, is up.

Special Benefits and Restrictions: Pumpkin Spice witches can use spells usually reserved for other witch traditions. They are, though, barred from using any spell that causes direct harm, save for what is listed on their spell lists here.

Equipment: Pumpkin spice witches tend to use the pentacle as their personal symbol as do many witches. They will also add a moon shaped symbol to reinforce their association with the feminine forces of the moon.

Preferred/Barred Covens: Pumpkin Spice witch covens tend to be small. Sometimes no more than three to seven witches. They also tend to combine their coven meetings with either food, wine, or some other mundane looking practice such as a reading circle or afternoon tea group. Pumpkin spice witches are also one of the few traditions where the covens are more likely to meet during the daylight hours rather than at night.

Relationship to the Patron: The patron of the Pumpkin Spice witches can vary in a wild variety of ways. Many pick a goddess figure they identify with, either because of her strength, her powers, or just because she likes that goddess. Also, it is not uncommon for everyone in a Pumpkin Spice coven to have a different Patron.

Source/Views of Magic: Magic comes from the celebration of Life and the things that make it worth living. Sometimes this makes the Pumpkin Spice witch seem flighty or frivolous, but this is not the case. They have a keen understanding of what it means to enjoy life, and they plan on doing just that.

Archetypes: There is no such thing as an archetypical Pumpkin Spice witch. While on the surface, they may all seem the same, it is their individualism that makes them a witch.

The Sisterhood Coven

Pumpkin Spice witch covens run the gambit of styles, types, and goals. Only the Eclectics have more variability. A few things though are common. All the covens are gathered around the ideas of what is best for the witches in the coven. Often they may not even seem like covens at all, but that is part of their strength, the ability to stand out when they want to and fade back when they want to.

The Sisterhood is a relatively common type of Pumpkin Spice Witch Coven.

Members: This coven ranges from three to seven members. The members have no requirement for membership save that they all must be Pumpkin Spice Witches. Though on occasion, the odd Winter Witch is allowed to join. On exceptionally odd circumstances, a good-aligned Mara is also allowed in.

Traditions Supported: Typically, only other Pumpkin Spice Witches.

General Alignment: The Sisterhood is generally Good or Neutral aligned. If “Advanced” options are used, then mostly chaotic good.

Patrons: Any patron the witch desires.

Sabbats and Rituals: The sisterhood usually meets in the homes of their fellow witches. Typical times are mid-morning for a meal between breakfast and lunch. Also, mid-afternoon is a popular time. Their preferred Sabbats are Lughnasadh, Mabon, and Samhain.

Common Traits: None save for what all Pumpkin Spice witches share.

Principles: “Live your best life! Only you know what is right for you.”

Ardaynes: Live as you can, and allow others to do likewise. Just as they are not in control of you, you are not of them.



Home, Hearth, & Heart

“Hello, welcome to HHH, can I interest you in some of our fall potpourris?
I need some arrows.
Arrowroot? Oh! Is your poor baby teething?
No. I need arrows of wizard slaying.
(eyes glow red) CÔME WITH MÊ.”

These apothecaries are all fronts for Pumpkin Spice Witch covens. Though to those in the know, these simple peasant shops are also the fronts to the largest circle of underground black market magic items in the known world. Among the various frivolous herbs, poultices, and potions, there are occult and magic items from all over the world. These items are specially curated and shared among witches of many different covens and traditions.

It would be easier to list the items they do not deal with rather than the ones they do. There are copious weapons for dealing with dragons, demons, undead, thieves, clerics, and entire arsenals for putting down a wizard. But there are no weapons for killing a witch. The prices are high, bordering on the extravagant, but the merchandise is always top quality. Though to get into a Home, Hearth, & Heart, you need to be or know a Pumpkin Spice Witch.

Table: Base Prices of Magic Items

Effect (Examples)	Base Price
Ability bonus (enhancement) (Gauntlets of Ogre Power)	Bonus squared x 1,000 + 1d4 x 200 gp
Armor bonus (enhancement) (Shield +1)	Bonus squared x 1,000 + 1d4 x 200 gp
Bonus spell	Spell level squared x 1,000 + 1d4 x 100 gp
AC bonus (Ring of Protection +1)	Bonus squared x 2,000 + 1d6 x 100 gp
Save bonus	Bonus squared x 1,000 + 1d4 x 100 gp
Spell resistance (Spell Resistance 25%)	10,000 gp per 10%
Weapon bonus (Sword +1)	Bonus squared x 2,000 + 1d4 x 200 gp
Spell Effect	Base Price
Single-use, spell completion (Scroll of Haste)	Spell level x caster level x 25 gp
Single-use, use-activated (Potion of Cure Light Wounds)	Spell level x caster level x 50 gp
50 charges, spell trigger (Wand of Magic Missiles)	Spell level x caster level x 750 gp
Command word	Spell level x caster level x 1,800 gp
Use-activated or continuous	Spell level x caster level x 2,000 gp
Special	Base Price Adjustment
Charges per day	Divide by (5 divided by charges per day)
Uncustomary space limitation	Multiply entire cost by 1.5
No space limitation	Multiply entire cost by 2
Multiple different abilities	Multiply lower item cost by 1.5
Charged (50 charges)	½ unlimited use base price
Component	Extra Cost
Armor, shield, or weapon	Add the cost of quality item

Note: Not every HHH will have every magic item. Some may even be more expensive.

PART 4: SPELLS & SPELLCRAFT

Magic is the lifeblood of all witches. Manipulating the forces of arcane and divine magic is what sets the witch apart from other mortals, even other spellcasters. To a witch, magic is everywhere and in everything. For many witches, magic is often the same word as life. In the witch's mind, magic is not merely a way of attaining practical ends; it may also involve at least a partial symbolic recognition of her spiritual worldview and of her Goddess and beliefs. In this respect, magic often merges with religion, and indeed the line between the two is frequently blurred. While a priest and wizard view magic and religion as distinct, the witch sees no such differences. Without magic, a witch is no different than the mundane people around her.

The theoretical foundation for most magical practices is a belief in correspondences or hidden relationships among entities within the universe, especially between human beings and the external world. According to this view, the application of the right colors, objects, sounds, or gestures in a given context can bring about the desired result. The theory of correspondences affirms the power of thought to confer reality on products of the imagination, mainly when these thoughts are expressed through significant symbols. Witches, therefore, will always use some sort of **Material Component** when casting a spell. The nature of this component will change from spell to spell, coven to coven and tradition to tradition. The most common types are listed with the spell. If a material component is not listed with a spell, it is assumed that the witch will need some sort of focus device such as a wand, athame, or pentacle.

Many witches believe that they can cast any type of magic regardless of alignment. Magic itself is neither good nor evil, any more than the wind and rain are good or evil. However, witches also believe in the "Rule of Three" that whatever they send out into the world will come back to them threefold.

Magical Theory and Thought

Witches view magic a bit differently than other spellcasters. Most see a division between Arcane (wizard) and Divine (cleric) magic. While these divisions are academic to most everyone else, to the spellcasters, they define how they see reality. To the witch, Arcane and Divine are only facets of the totality of magic.

As described above, magic is the lifeblood of all witches regardless of alignment, coven, or tradition. Witches create magic for the same reasons that bards create songs; as a natural outlet for their own creativity. To a witch discussing magic as something separate from the world or as "supernatural" is as absurd as considering water or air as something different from the world.

Every witch has a particular feel or form to her magic. While magic can be altered by her coven or tradition,

each witch's personal casting is unique. Thus it becomes possible to determine which witch has worked what magic by her tell-tale signs.

Learning Spells

A witch learns her spells from a variety of ways. Typically she will learn the formulae from her coven or even from her familiar. These spells are then recorded in her Book of Shadows. The witch may learn any spell listed below, but the GM may put restrictions on certain spells based on the witch's tradition or coven.

She must spend time meditating and preparing her material components for the spells she wishes to cast for that day.

Reversed Spells

For the witch to learn a reversed spell, she must prepare that version for the day. She can't cast a reversed version on the fly like a cleric can.

Spell Descriptions

LEVEL: This indicates the level the witch needs to be to cast this spell.

DURATION: This indicates how long the spell will last, typically in Turns (10 minutes, 60 Rounds) or Rounds (10 seconds).

RANGE: Indicates what the range of effect of the spell is. This is either expressed in feet, by self or by touch.

In every case, unless otherwise indicated, each spell will need 1 round to cast. This would be the only action the witch can take that round. In cases where it is noted that concentration is required, then the witch must spend the rounds after than concentrating on the spell, and she can take no other actions. Many, if not most, witch spells require material spell components. These will be indicated in the spell description. Witches should be required to use the material components listed. Other classes, including magic-users, are not required to use them.

Spell Research

Witch characters can research and create new spells and magical items when they attain the 10th level. The player will describe in detail the kind of spell he wants to create, and the effects it has. The Game Master will then decide if the spell can be created, and if so, what the spell level will be. The character must be capable of casting spells of the spell level the potential new spell will be. Otherwise the player must wait until the character attains a high enough level to research and cast the spell. If the character can create the spell, it will take two weeks of game time and 1,000 gp per spell level.

Witch Spells by Level

1st Level Witch Spells

Analgesia
Animal Companion
Bad Luck
Bewitch I
Bless Growth
Blessed
Block the Seed
Call Out
Categorical Organization
Cause Fear
Charm Person
Control Face
Fey Gift
Find Child
Forget Me Knot
Glamour
Greenery Light
Improve Cure
Love Identity Candle
Oh my God, Becky!
Predict Weather
Speak with Animals
Veritas (Truth Spell)
Witch Candle

BFFs (Ritual)
Cake and Tea Ritual (Ritual)

2nd Level Witch Spells

Agony
Bewitch II
Calm Emotions
Change Appearance
Create Wine
Does This Bring Joy?
Erasure
ESP
Evil Eye
Glitterdust
Haunting Mists
Heal Affliction
Light as a Feather, Stiff as a Board
Pain
Purification Spell
Rose Garden
Sister to the Dark Ones
Witch Slap
You Can't Sit With Us

Blessed Wanna-bes (Ritual)

Sage Burning (Ritual)

3rd Level Witch Spells

Astral Sense
Babble
Bewitch III
Conception
Cure Disease
Danger Sense
Eerie Forest
Illness
Lifesteal
Live, Laugh, Love
Love Attraction Candle
Purify Food and Drink
Sense Surround Spell
Spectral Presence
Tongues
Ward of the Season
Witch Fire

Animate Scarecrow (Ritual)
Merry Meetings (Air kiss) (Ritual)

4th Level Witch Spells

Age Resistance, Lesser
Ball Lightning
Bewitch VI
Cleanse
Discern Lies
Fire Binding
Fire Charm
Grandmother's Shawl
Mirror Talk
Nondetection
Ordeal
Rain of Spite
Threshold
Time Dilation
Wall of Wood

Bring on the Night (Ritual)
Séance (Ritual)

5th Level Witch Spells

Bewitch V
Calm Weather
Circle of Moonlight
Cloak of Gloom
Conjure Spectral Lover
Create Pumpkin Golem
Endless Sleep
Love Potion

Make Fertile
Overlook
Pillar of Life
Private Sanctum
Pumpkin into a Carriage

Information Network (Ritual)
Tripping the Light Fantastic (Ritual)

6th Level Witch Spells

Accelerated Aging
Age Resistance
Banshee Blast
Bewitch VI
Cloak of Dreams
Fearsome Familiar
Horror
Speak with Creatures
Summon Higher Power
True Seeing
Wall of Thorns

Contingency (Ritual)
Grand Séance (Ritual)

7th Level Witch Spells

Age Resistance, Greater
Banishment
Bewitch VII
Breath of the Goddess
Cougar's Kiss
Longevity
Peace Aura
Prismatic Spray
Sword

Hell Hath No Fury (Ritual)
Spy Network (Ritual)

8th Level Witch Spells

Bewitch VIII
Bi-location
Frightful Aspect
I Am The Fire
Id Assassin
Larina's Liberum Libre
Prismatic Lightning

Hocus Pocus (Ritual)
Simulacrum, Advanced (Ritual)

Alphabetical Spell Listings

Accelerated Aging

Level: Witch 6

Duration: See below

Range: within 60'

This spell allows the caster to cause a victim to age prematurely. The victim must be within 60' of the witch and is entitled to a saving throw [magic, spells] (success indicates the spell has no effect). If the saving throw fails, the victim will begin to age at an accelerated rate:

Elapsed time Magical aging

0-12 hours 1 year per hour

13-24 hours 2 years per hour

25-48 hours 3 years per hour

49-72 hours 4 years per hour

73+ hours 5 years per hour

Thus, a normal human will normally not live past 48 hours once this spell is cast upon him, depending on his original age. A *detect curse* will detect this spell at work, and a *remove curse* spell will be effective, but only if the caster is of equal or greater experience level to the caster of the accelerated aging spell.

Material Components: A common fruit fly.

Age Resistance

Level: Druid 6, Magic-user 6, Witch 6

Duration: 24 hours

Range: personal

This spell functions as lesser age resistance, except the witch, can ignore the Strength, Dexterity, and Constitution penalties gained at middle age and elderly age.

Material Components: A cream made of almond paste.

Age Resistance, Greater

Level: Druid 7, Magic-user 7, Witch 7

Duration: 24 hours

Range: personal

This spell functions as lesser age resistance, except the witch, can ignore all Strength, Dexterity, and Constitution penalties gained from middle age, elderly age, and venerable age.

Material Components: A cream made of almond paste.

Age Resistance, Lesser

Level: Druid 4, Magic-user 4, Witch 4

Duration: 24 hours

Range: personal

The witch can ignore the physical detriments of being middle-aged (see "Ability Adjustments Due to Age"). This spell does not cause the witch to look younger, nor does it prevent her from dying of old age, but as long as the spell is in effect, she can ignore the -1 penalties to

Strength and Constitution that accrue once she becomes middle-aged. She does retain the age-related bonuses to Intelligence and Wisdom while under the effects of this spell. Additional penalties that she will accrue upon becoming elderly or venerable apply in full.

Material Components: The witch brews a strong black tea blend she learns from other witches.

Agony

Level: Witch 2

Duration: 1 round per level

Range: 25'+ 5' per 2 levels

The witch creates the illusion of blinding pain for one target that she can see. The target is stunned for the duration of the spell, unable to take action because of the pain. Target creature has a -2 penalty to its Dexterity and loses its Dexterity bonuses to AC (if any).

Flying and swimming creatures affected by agony must concentrate to remain aloft or afloat.

Material Component: Seeds from a hot pepper.



Analgesia

Level: Witch 1

Duration: 1 minute per level

Range: Touch

This useful spell negates any and all penalties associated with physical pain (but not mental pain). Analgesia renders the subject completely immune to pain from such things as other spells or meditations or other sources of physical pain for the duration.

Material Component: A small bit of willow bark.

Animal Companion

Level: Druid 1, Witch 1

Duration: special

Range: 10'

This spell allows the caster to befriend and train an animal companion. Once cast, the animal may make a saving throw vs. spell. If successful, the animal stands curiously for the duration of the spell and then goes on its way. If the animal fails the save, the animal follows along with the caster as would a pet. The animal will defend itself (and the caster) if attacked but will otherwise perform as usual for its kind.

The companion can learn up to 6 minor tricks or commands, as would be typical for a normal dog. The caster must teach and reinforce each trick over a week

of game time. Typical commands are: come, guard, stay, attack, stand down, etc. The animal is a loyal companion that accompanies the caster on adventures as appropriate for its kind (i.e., a horse cannot enter a dungeon, and a dolphin cannot embark on land adventures), and the companion is entirely typical for its kind. A caster can have more than one companion, but the total hit dice of companions can never exceed twice the caster's level of experience. For example, a 4th level caster could have up to 8 hit dice worth of companions, which could be four wolves, or two mountain lions, or one polar bear and a camel. The caster may leave the companion unattended for a time, in which case the animal will remain in the area (such as near the caster's home). The caster can release and obtain new companions as desired, but new companions must be trained (and commensurate game time spent). In general, the caster suffers no particular penalty on an animal companion that has perished, but a caster should never send a companion to death lightly (and risks loss of spellcasting abilities or other penalties as determined by the Referee if such death is commonplace). The caster must genuinely wish to obtain a companion, or the spell does not function.

Material Components: A bit of food appropriate to the type of animal the caster wishes to befriend.

Astral Sense

Level: Witch 3

Duration: 1 round per level

Range: Touch

Employing this spell, the caster can see astral, ethereal, or invisible creatures. She is limited only by her own sight. Even though the caster can see the creatures or items in the astral or ethereal plane, she may not be able to affect them. Plus, the creatures may not be able to see the caster. Any gaze attacks that can extend into the astral or ether will also affect the caster.

The material component for this spell is a bit of special blue power that the caster uses to draw an eye on her forehead.

Babble

Level: Magic-user 3, Witch 3

Duration: 1 round per level

Range: 25' + 5'/ 2 levels

This spell confuses and confounds all types of verbal communication. All victims within the effected 20' +5' per level cone-shaped area starting at your hand must make a Save vs. Spells or be affected. The speech becomes babbled and confused. Any spell with a verbal component is stopped or otherwise disrupted. People affected will also believe that their own speech is normal, but all other effected people's speech is babbled. Those not affected can still speak normally, but can not understand those affected at all. This spell cannot affect undead or any other creature immune to mind effecting spells.

This spell can be countered with a proper Remove Curse or Tongues spell.

The material component for this spell is a snake's tongue that has been tied in a knot.

Bad Luck

Level: Witch 1

Duration: 1 day

Range: 100' (line of sight)

This spell creates an aura of bad luck around one creature. The victim is allowed a normal saving throw to avoid this bad luck. If it fails, then the next action that requires a roll is an automatic failure. For the rest of the day (until the next sunrise), the cursed victim will make any roll based on Luck at a -2. The witch may only curse someone like this once per day. If she has taken the spell twice, for example, she could cast it on two different people, but not the same person.

Material Component: A bit of hair from a black cat.



Ball Lightning

Level: Witch 4

Duration: Instantaneous

Range: 240 feet

The witch is not known for her offensive, damage-causing spells. She prefers more subtle magics. When this spell is used, you know you have made even the most sublime witch angry.

A spark shoots from the witch's finger, to explode, at the targeted location, in a ball-shaped blast of electrical discharge. The burst radius is 20 feet, and the damage is 1d8 per level of the caster. The blast fills 33,000 cubic feet (33 ten-foot x ten-foot x ten-foot cubical areas) but shapes itself to the available volume. A successful saving throw means that the target takes only half damage.

Material Components: A glass bead the witch will rub on a bit of wool.

Banishment

Level: Cleric 6, Witch 7

Duration: Instantaneous

Range: Creatures within visual range

A banishment spell is a more powerful version of the dismissal spell. It enables the cleric to force extraplanar creatures out of their home plane. As many as 2 Hit Dice of creatures per caster level can be banished. The cleric can improve the spell's chance of success by presenting at least one object or substance that the target hates, fears, or otherwise opposes. For each such object or substance, the caster gains a +2 bonus vs. the creature's saving throws. Note: a holy symbol is always assumed and does not add to the saving throw adjustment. For example, if the creature's save is 13 and the caster presents the appropriate symbols, say such as a bell or candle in addition to their holy symbol, then the creature's save is now 15. Spell resistance (if applicable) is reduced by 5% per item.

Certain rare items might work twice as well as a normal item for the purpose of the bonuses, each providing a +10% bonus against Spell Resistance and increasing the save by 3 or 4 depending on the Game Master. Such rare items could be the relic of a Saint that opposed these creatures, an ancient weapon forged to destroy them, or even a special time of day or year.

Any creature failing to save is sent back to the realms from which they came.

Material Components: At a minimum, a holy symbol and prayer book (cleric) or Book of Shadows (witch). Other items can be added as desired.

Banshee Blast

Level: Magic-user 6, Witch 6

Duration: instantaneous and 1 round/level (see text)

Range: 30', cone-shaped burst

The witch creates a cone of spectral energy resembling screaming elven ghosts that deals 1d4 points of damage per caster level (maximum 15d4); a successful Spell save halves this damage. Any creature that fails its save must succeed at a Save vs. Paralysis or become panicked for 1 round/level as per the *Cause Fear* spell.

Material Components: A handful of dirt from the grave of faerie creature or an elf.

Bewitch I

Level: Witch 1

Duration: 1 hour/level

Range: 25' + 5'/3 levels

This spell functions similarly to the spell charm person, except it has the additional benefit of romantically enamoring the target. The victim must be able to see the witch for the spell to take effect. They are allowed a saving throw, but they are penalized by the amount of the witch's Charisma modifier + Appearance modifier. So a witch with an 18 Charisma would cause a victim to

have a -3 on his saving throw roll. If failed, the victim will drop everything they are carrying and go to the witch in hopes of seducing her. He will ignore all others and will attack anyone that tries to stop him.

After the first round, the victim is granted another unmodified save. He may make a number of saves, once per round, equal to his Wisdom modifier (which includes his first attempt).

This spell has no effect on characters who normally could not feasibly become attracted to the witch, a heterosexual male could not become enamored to a male caster, nor could a homosexual female become enamored by a male caster, nor could it work on asexual beings like Oozes or Elementals. Undead and spirits are likewise not affected. The witch may use this spell on any victim of 2 HD or lower.

Material Component: A bit of specially prepared perfume (25gp) sprayed into the air.

Bewitch II

Level: Witch 2

This spell is the same as Bewitch I, save that any creature at 5 HD or lower may be affected. The victim also adds an additional -1 to the save penalty.

Bewitch III

Level: Witch 3

This spell is the same as Bewitch I, save that any creature at 7 HD or lower may be affected. The victim also adds an additional -1 to the save penalty.

Bewitch IV

Level: Witch 4

This spell is the same as Bewitch I, save that any creature at 9 HD or lower may be affected. The victim also adds an additional -2 to the save penalty.

Bewitch V

Level: Witch 5

This spell is the same as Bewitch I, save that any creature at 11 HD or lower may be affected. The victim also adds an additional -2 to the save penalty.

Bewitch VI

Level: Witch 6

This spell is the same as Bewitch I, save that any creature at 13 HD or lower may be affected. The victim also adds an additional -2 to the save penalty.

Bewitch VII

Level: Witch 7

This spell is the same as Bewitch I, save that any creature at 15 HD or lower may be affected. The victim also adds an additional -2 to the save penalty.

Bewitch VIII

Level: Witch 8

This spell is the same as Bewitch I, save that any creature at 17 HD or lower may be affected. The victim also adds an additional -3 to the save penalty.

Bi-location

Level: Witch 8

Duration: 1 hour

Range: Within 100 miles

With this spell, the witch can be in two places at the same time. Her projected self is much like an astral projection. It can see, hear and interact with the world around her but is only a projection. If the project is struck with a weapon, it will return to the witch. If it is stuck with a magical weapon, then the witch herself takes half-damage. Spells do not affect it, save to return it to the witch.

When the projection is cast, the witch may interact with creatures independently in either location. The project is the witch and will act and think as she does. Both the projection and the witch are aware of the other's surroundings and actions.

The witch may bi-locate her projection nearly anywhere within the 100-mile range.

Note: A side effect of this spell causes the witch to cast no reflection of shadow while she is bi-locating.

Material Components: A mirror the witch looks into.

Bless Growth

Level: Witch 1

Duration: 1 week

Range: Touch

This spell can be used in three ways.

Bless Garden - Growth is improved by 20% during the duration of the spell when used on a natural garden, they will produce 20% more food. This can be used to affect gardens up to 10 square feet per caster level.

Bless Body - If cast on a living creature, they will recover an additional hit point for each full night of rest.

Bless Mother - This spell can also be used to increase the chances of a woman getting pregnant, though it's up to the GM to decide exactly how it's affected.

Material Component: A drop of pure, fresh water.

The reverse of this spell is Blight Growth.

Blight Garden - Growth is decreased by 20% during the duration of the spell when used on a natural garden, they will produce 20% less food. This can be used to affect gardens up to 10 square feet per caster level.

Blight Body - If cast on a living creature, they will recover one less hit point for each full night of rest.

Blight Mother - This spell can also be used to decrease the chances of a woman getting pregnant, though it's up to the GM to decide exactly how it's affected.

Material Component: A drop of fetid water.

Blessed

Level: Witch 1

Duration: Instantaneous

Range: Self

With this spell, the witch acknowledges the beneficial forces in her life with an offering of a small libation, usually a glass of wine. Once done, she can then reroll any die she makes until the next sunrise. She can choose to reroll and take the higher of the two results. This can only be done once per day.

Material Components: A glass of wine.

Block the Seed

Level: Witch 1

Duration: 1 day/level

Range: Personal

The witch is incapable of getting someone pregnant or becoming impregnated for the duration of this spell. The witch is still vulnerable to sexually transmitted diseases unless other protective measures are used.

Material Component: A lemon rind.

Breath of the Goddess

Level: Witch 7

Duration: Instantaneous

Range: 15' centered on the witch

The witch calls forth the life-invigorating breath of the female divinity and infuses a large area with positive energy. All living creatures within the area are *healed*, and all undead are *harmd*. All non-sentient plant life is fully restored as if affected by the enrichment feature from the *plant growth* spell.

Material Components: The witch blows air from her own lungs.

Call Out

Level: Cleric 1, Magic-user 1, Witch 1

Duration: Instant

Range: One witch within 100'

This spell is a devastating accusation to a witch. With this spell, the cast can force a witch to reveal her true nature as a witch.

If the spell is leveled at a true witch, then her aura will glow in such a way that all who can see her will have no doubt that she is, in fact, a witch. If the spell targets a non-witch, then nothing happens.

If the witch is in possession of magics that prevent detection or otherwise can hide her true nature, then she is likewise immune to the effects of this spell.

Material Components: A holy text from a religion other than the witch's own.

Calm Emotions

Level: Witch 2

Duration: 1 round per level

Range: 100' + 10' per level

This spell calms agitated creatures. The witch has no control over the affected creatures, but calm emotions can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) nor do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

Material Component: A bit of chamomile crushed between the witch's finger and thumb.

Calm Weather

Level: Witch 5

Range: 2 miles

Duration: Instantaneous (see text)

Calm weather removes any transmutations that affect weather, such as control weather and control winds.

If the effect comes from a permanent magic item, calm weather suppresses the ability for 1 hour/level.

Material Component: The witch moves her hand parallel to the ground in a back and forth motion.

Categorical Organization

Level: Cleric 1, Magic-User 1, Witch 1

Duration: 1 minute

Range: 5' per level centered on the witch

The caster conjures an unseen force to reorganize a set of objects according to a simple schematic of no more than 5 words.

The force quickly arranges the chosen objects as desired in a specified location, or simply stacks the items in front of the caster if no location is specified. The force can only sort objects of a similar type or function meeting the schematic. It cannot sort objects by unknown criteria, or that caster would otherwise be unable to organize herself (for example, sorting unattributed books by their unknown authors).

Material Components: A scrap of paper.

Cause Fear

Level: Witch 1

Duration: 1d4 rounds or 1 round

Range: 30'

The witch can cause a target to become frightened. Frightened creatures cannot attack for 1d4 rounds. If the subject succeeds on a save, then they can't move for one round.

Targets with 6 or more Hit Dice are immune to this effect.

Material Components: An ordinary spider.

Change Appearance

Level: Witch 2

Duration: see below

Range: self

This spell allows the witch to change her appearance. She can appear to be one foot taller or shorter, 50% thinner or heavier, and seem to be any sort of human, demi-human, or humanoid type. Her clothing and possessions will also change to conform to the desired form. The form is only an illusion; weapons cannot be fashioned out of sticks, for example, that causes damage.

The spell will last for 2d6 minutes plus 2 minutes per level of the caster.

Material Component: The witch passes her hand over her face.

Charm Person

Level: Witch 1

Duration: Until dispelled

Range: 120'

This spell affects living bipeds of human size or smaller, such as goblins or dryads. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence.

Material Components: The witch sprays a bit of scented perfume into the air.

Circle of Moonlight

Level: Cleric 5, Druid 5, Magic-user 5, Witch 5

Duration: 10 minutes/level

Range: 10' radius centered on caster

You create a spherical barrier marked by a visible circular halo of white light. This barrier prevents any lycanthrope or undead from entering the sphere or physically touching those inside it. The barrier's spherical nature and magical composition also prevent flying or incorporeal undead from bypassing the barrier by entering from above or below the visible halo.

Material Components: A sprig of belladonna.

Cleanse

Level: Witch 4

Duration: Instantaneous

Range: Touch

This spell works like the *Holy Word* spell, but it can only force out evil spirits, undead or outsiders from the area of effect. It can't harm or destroy any of these spirits, but they will leave the area. Undead are treated as if they were turned (but never destroyed). This spell will also remove a spirit from an object or person. In this case, the possessing spirit gains a save vs. Spells. If it fails, it leaves the body or object and flees the area.

Material Components: Fine incense.

Cloak of Dreams

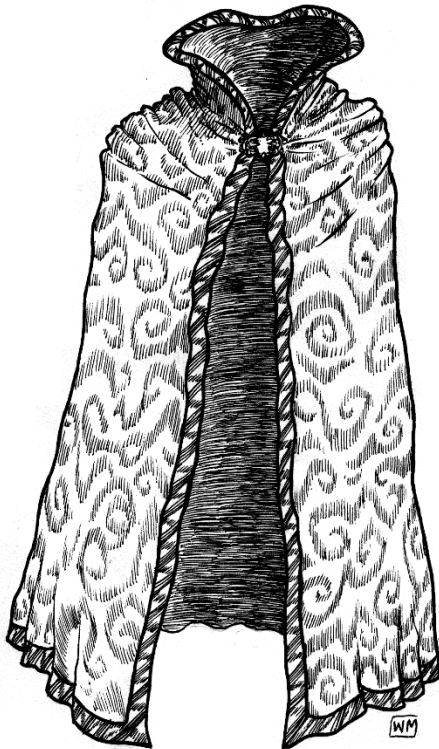
Level: Magic-user 6, Witch 6

Duration: 1 round/level

Range: 5'-radius, centered on caster

The witch is surrounded by a soporific aroma that causes living creatures that begin their turn or end their movement within 5 feet of her to fall asleep for 1 minute. Creatures must save each time they begin their turn or end their movement within the cloak of dreams, even if they have previously saved against the effect. Sleeping creatures are helpless but can be awakened with a standard action or after being wounded. Creatures with the scent special quality have a -4 penalty on their saves.

Material Components: A rose petal and a drop of perfume.



Cloak of Gloom

Level: Cleric 5, Magic-user 5, Witch 5

Duration: 1 minute/level

Range: Caster or a barrier, up to one 10' cube/level

Depending on the version of the spell is cast, the witch can conceal herself in a dim aura or create a dusky barrier. Either effect saps her foes' will to fight.

Personal Cloak: The witch and everything within 5 feet of her becomes blanketed in magical darkness, which does not hinder her sight. It also grants her total concealment (attacks against her have a 50% chance to miss). Also, unless they make successful save vs. Spells, her enemies become *shaken* for as long as they remain within the pitch-black area and for 1 round after that. A foe that makes a successful save cannot be shaken again

by this particular casting of the spell. A shaken foe attacks and saves at -2.

Barrier: The witch can create a wall of magical darkness that obscures sight, granting total concealment (50% miss chance) if line of sight between an attacker and a target passes through at least part of the barrier's minimum 10-foot width. Enemies who enter the area of the barrier (or are inside when created) must make a successful save vs. Spells or become shaken for as long as they remain inside and for 1 round after that. A creature that makes a successful save cannot be affected again by this particular casting of the spell.

The second version of this spell provides concealment for all creatures within the area of effect (even from the witch), but allies are not subject to the either version's fear effects

Material Components: A bit of black sackcloth.

Conception

Level: Witch 3

Duration: Until activated, up to 1 month

Range: Touch; one female

With the casting of this spell, the witch can guarantee that on the next attempt of conception, the target and her partner will conceive a child. *Conception* overcomes sterility or infertility in either target or her partner, whether natural or due to an injury, illness, or curse, as well as herbal remedies that normally block conception. Alchemical or magical means of blocking conception, such as *block the seed*, *counter conception*, and make the spell ineffective. If an attempt to conceive a child is not made within one month of casting, the spell's effects are lost. Witches will also use this spell in potions for others to use.

Material Components: The witch must burn sandalwood and basil in a cup or censer.

Conjure Spectral Lover

Level: Witch 5

Duration: Until Sunrise or dismissed

Range: 10' from the Witch

Sometimes a witch needs to take matters into her own hands. This spell is related to spells that summon lesser demons or invisible stalkers. However, this spell summons a being of elemental passions. The being summoned is benign and single-minded; it exists only for the pleasure of the witch. The spectral lover is invisible, but the witch can make out a faint hazy outline or shape. When the sun rises the spectral lover will disappear.

The witch can summon any sort of lover she wishes and can even summon one on behalf of another, but they must be willing to receive it.

Material Components: The witch lights scented candles and anoints herself with special perfumed. She visualizes the lover she wants while chanting the words to the spell.

Control Face

Level: Witch 1

Duration: 15 seconds

Range: 120'

This spell allows the witch to control the facial expressions of the target for 15 seconds. The target must be within 120' of the caster, and is entitled to a saving throw vs. spells; success indicates that the spell has no effect. If the saving throw fails, the caster can make the subject frown, stick his tongue out, look puzzled, have a completely blank expression, etc. Speech is not affected, nor are any other bodily movements.

Material Components: The witch must be able to see and point at her target.

Cougar's Kiss

Level: Witch 7

Duration: 1 month per level

Range: 1 subject (see below)

This spell is a more mature version of the Charm Person spell. On a failed saving throw, the victim becomes charmed and utterly enamored with the witch. This is regardless of the INT score of the victim. Once charmed, the victim is entirely under the witch's power for one month per level of the witch. This victim will leave family and friends to be with the witch, even if doing so would violate their alignment. Chaotic victims will wish the witch no harm, lawful victims will even commit minor infractions of the law. Though as with *charm*, suicidal acts will not be followed through.

Material Components: The witch anoints herself with perfumed oils.

Create Pumpkin Golem

Level: Witch 5

Duration: 1 week per witch level or until the Winter Solstice

Range: One pumpkin patch with at least five ripe pumpkins

With this spell, the witch can animate a pumpkin golem. The raw components of the spell must include a pumpkin patch of no less than five ripe pumpkins, a specially blessed candle, and one pumpkin carved into a face. The witch casts this spell and over the pumpkin patch. She then selects one of the pumpkins and carves it into a Jack-o-lantern. The witch burns herbs gathered from her own garden (50gp value), and then she lights the candle.

Once lit, the golem is animated and will obey the witch's commands.

Material Components: The pumpkin patch, jack-o-lantern, blessed candle, herbs.

Create Wine

Level: Cleric 2, Witch 2

Duration: Instantaneous

Range: One cup

With this spell, the witch can create 1 cup of excellent quality wine. The wine can be consumed or used as part of a spell or ritual.

Material Components: A single grape or raisin.

Cure Disease

Level: Cleric 3, Druid 3, Witch 3

Duration: permanent

Range: touch

Cures nearly all forms of disease. The subject is alleviated of all debilitating effects within 1d6 rounds. The reverse of this spell, inflict disease, delivers a malady that drains the strength and vitality of its victim, if he fails a sorcery saving throw. The disease manifests in 1d6 turns; once it does, the afflicted loses 1 hp per turn and 1 point of strength per hour until total hit points are reduced to one-tenth of normal, and strength is reduced to one-third of normal. If the afflicted is not cured within three weeks, he begins to suffer a loss of 1 constitution point per day until that too is reduced to one-third of normal. Such a diseased victim will likely die within a year if never treated. This spell instantly kills green slime, and will instantly cure all diseases, including mummy rot and lycanthropy.

Material Components: A drop of pure honey.

Danger Sense

Level: Magic-user 4, Witch 3

Duration: 10 minutes per level

Range: Caster

The caster's reflexes and self-awareness are radically enhanced by this spell, rendering her immune to backstab or assassination attacks for the duration of the spell. Such attacks can still strike the caster but are treated as normal attacks in every way.

Material Components: The witch puts her hand to her forehead to activate her third eye.

Discern Lies

Level: Witch 4

Duration: Concentration to 1 round per level

Range: 25' + 5' per 2 levels

Each round, the witch can concentrate on one subject, who must be within range.

She can tell if the subject deliberately and knowingly speaks a lie by discerning disturbances in its aura caused by lying. The spell does not reveal the truth, uncover unintentional inaccuracies, or necessarily reveal evasions.

Each round, she may concentrate on a different subject. She may target one creature per her level, but no two can be more than 30' apart.

Material Components: The witch mutters a simple bit of doggerel, "Liar, liar, pants on fire."

Does This Bring Joy?

Level: Witch 2

Duration: Instantaneous

Range: One item

The witch can remove one item completely from her presence. Normal items completely disappear. A magical item saves at a base of 13, gaining a -1 per "plus" of the item. So a sword +2 saves at 11. A cursed item gains a -3.

This spell will not work on living creatures, undead, elementals, or constructs. This spell will also not work on artifacts.

Material Components: The witch must hold the item. If the item is cursed and the item makes the save then the witch is subject to its curse.

Eerie Forest

Level: Druid 3, Magic-user 3, Witch 3

Duration: 10 min./level

Range: a 60'-radius area of forest

With this spell, the caster temporarily enchants a small area of forest so that those walking in it gets an eerie feeling that unnerves them. The trees seem to move, and branches seem to grab them. The caster can designate one creature per caster level as safe from this spell, but everyone else in the area must make a spell save or become shaken (-2 to attack, -2 penalty to saves) for the duration of the spell. Creatures of less than 2 HD are not shaken but frightened (-2 to attack, -2 to saves, must try to flee the forest) instead. Once a creature leaves the eerie forest, the fear effect ends 1d4 rounds later.

Eerie forest can be made permanent with the *permanency* spell.

Material Components: A dead leaf.



Endless Sleep

Level: Witch 5

Duration: Semi-Permanent (see text)

Range: Touch

This spell causes the target to fall asleep indefinitely. The target will not starve or die of thirst, but until the criteria

set by the witch are met will remain asleep and age normally. The specific criteria must be semi-common. For instance, the witch may desire to have the target only awakened when kissed by a person of royal blood. Other options may require the target to have a particular type of leaf pressed upon the sleeping target's forehead. The witch must touch the target intended.

The material components for this spell are the same as the criteria required for the target to be awakened. For instance, if the witch wished the target to only be awoken if they had the feathers of an owlbear pressed against the target's forehead, they would require the feathers of an owlbear. If they wished to have the target only be awoken by a particular type of person (race, bloodline, or otherwise), they would need a sample of that type of person's blood. GMs always have the final say on what criteria are acceptable or not.

Material Component: A special potion that the witch brews for 1 month. The potion must then be ingested or injected into the victim.

Erasure

Level: Witch 2

Duration: Instantaneous

Range: One document

This spell will erase any sort of writing, magical or otherwise, from a single scroll or two facing sheets of paper (velum, parchment, etc.) in a book. Explosive runes and symbol spells are unaffected, but drawings, words, maps, etc. are affected. The object being erased gets a special chance to resist; there is a base 50% chance that the spell will work, plus 2% per level of the caster in the case of magical writings, and 4% per level for normal writing.

Material Components: The witch passes her hand over the writing.

ESP

Level: Witch 2

Duration: 1 turn per 2 levels

Range: 100'

ESP or Extra-Sensory Perception is the ability to read thoughts in others.

The witch can choose a direction and focus her concentration for one turn. After this turn, she can perceive the thoughts of all targets within 100'. The witch understands the meaning of all thoughts, even if she does not share the creature's language.

However, if multiple creatures are within the range of the spell, the witch must spend an additional turn to sort out one target's thoughts, or else all thoughts mingle into a confusing jumble.

Material Component: The witch closes her eyes and focuses on the thoughts. She reopens her when she is done casting.

Evil Eye

Level: Witch 2

Duration: 12 hours + 1 hour

Range: Sight

The Evil Eye is an insidious effect; it causes every action to become difficult. The recipient of the Evil Eye needs to make a save vs. spells. A failed save means that every action is taken at -1; attacks and future saves. Thief abilities and other percent rolls are at -5%. Even mundane actions require an ability roll. Walking, riding, putting on armor, will require a Dexterity check. Other actions will require Strength or Intelligence checks as the GM requires. Success means the Evil Eye's effects are not applied. The effects are known to the victim, but they are not affected. The Evil Eye lasts till the duration, or a Remove Curse is cast by a witch of a higher level than the witch who cast the Evil Eye.

A *scry*, *detect magic*, or *analyze magic* will detect the presence of an evil eye and the level of the witch that cast it.

Talismans can protect against the Evil Eye, and so can other protection spells.

Material Components: The witch needs to be able to see her target.

Fearsome Familiar

Level: Witch 6

Duration: 1 round/level (D)

Range: One familiar

With this spell, the witch can cause her familiar to transform into a powerful fighting machine.

The familiar increases in size to a large creature. It's AC decreases to AC 1. The familiar's natural weapons increase in damage as appropriate to its size change. If it had no natural weapons, it gains a single natural attack (bite if it has a mouth, otherwise slam), which deals damage equal to 1d8.

The familiar also gains a +4 enhancement bonus to natural armor and 4 temporary hit points per caster level (maximum 80).

While under the effect of this spell, the familiar cannot be reduced to below 0 hit points. If an attack would reduce it to below 0 hit points, its hit point total goes to 0, and the spell immediately ends.

Material Components: The familiar's favorite food and tooth of a large predator.

Fey Gift

Level: Druid 1, Magic-user 1, Witch 1

Duration: 24 hours

Range: 25' + 5'/2 levels

After this spell's casting, the raw material used for the spell transforms into an item attractive to fey creatures. After the completed item is placed on a threshold to a house, a visiting fey creature (up to 1 HD per caster

level) must succeed at a save vs. spells to resist taking the gift. If the fey does take the gift, it cannot attempt to enter the house for 24 hours.

Material Components: Thread, straw, or raw bread dough.

Find Child

Level: Cleric 1, Druid 1, Magic-user 1, Witch 1

Duration: 10 min./level

Range: Circle, centered on the caster, with a radius of 400' + 40'/level

This spell acts in all ways like locate creature, except that it only works on specific humanoid children under ten years old.

Material Components: A drop of the parent's blood in the casting of this spell.

Fire Binding

Level: Magic-user 4, Witch 4

Duration: 1 hour per caster level, or until activated.

Range: One doorway

This spell allows the magic-user to enchant a doorway or similarly sized portal with a fiery form of security. The first person to pass through an entryway enchanted with this spell sets off a magical explosion affecting all targets within 30' of the portal. Everyone within the spell's area of effect must make a saving throw or suffer 7d6 points of damage. Those who save take half damage.

Material Components: The witch performs a fire-blessing with an open flame in the liminal space of the portal.

Fire Charm

Level: Witch 4

Duration: 2 mins/level

Range: One normal fire

This spell turns an ordinary fire, as from a torch, fireplace, campfire, etc. into an object of deep fascination. The spell may be cast on any fire source within 10' of the caster; any creature looking into the fire must then make a saving throw vs. spells. Failure indicates that the victim will remain motionless, staring into the fire for 2 minutes per level of the caster. Creatures so affected are particularly susceptible to suggestion spells, making their saving throws against them at a -3 penalty. The fire charm spell will last until the affected creatures are attacked or are rendered unable to see the fire, or when 2 minutes per experience level of the caster have elapsed.

Material Components: The spell requires a thin square of multi-colored silk which is thrown into the fire and thus destroyed.

Forget Me Knot

Level: Witch 1

Duration: special, see below

Range: 1 person

The witch casts this spell and can remember anything said to her or anything she reads roughly equal to a page of information; 600-800 words. She commits the spell by tying a bit of string into a knot. She can then keep the knot safe for any amount of time. If she wants to recall the information entirely, she merely unties the knot. This spell can be used to deliver information to another of the witch's choice, but it cannot be used to remember spells or scrolls. If the knot is destroyed, the information is lost. *Material Components:* A bit of regular string, thread or yarn the witch can tie into a knot. The thread disappears when it is untied and the memories released.

Frightful Aspect

Level: Witch 8

Duration: 1 minute/level

Range: Caster

The caster becomes a larger, awful version of herself. They grow to size Large (greater than 7') and take on features that horrify their enemies. The caster also gains the following abilities: a +6 size bonus to Strength, a +4 size bonus to Constitution, a -6 natural armor bonus, and 25% magic resistance.

The caster will also emit an aura that emanates 30 feet. Enemy creatures within the aura are shaken. A shaken foe attacks and saves at -2.

Each time a creature shaken by this aura hits the caster with a melee attack, that creature becomes frightened for 1d4 rounds, though at the end of that duration, it is no longer affected by this aura. The aura's effect is fear and mind-affecting effect; therefore, it has no effect on constructs, undead, or mindless creatures.

Material Components: The skin of a toad.

Glamour

Level: Witch 1

Duration: 2 minutes per level

Range: Self

This spell can be used in two ways.

Touch of Beauty: the witch can make herself appear to be more attractive. She becomes instantly cleansed, her hair will be removed of all tangles, and minor imperfections will be fixed. The witch gains a +2 bonus to her Charisma, and Appearance rolls any positive interactions she has with others.

Touch of Hideousness: the witch can make herself appear hideous. Her skin becomes wrinkled, warty, and otherwise transformed. Using the spell this way grants the witch a +4 bonus to any check to intimidate or scare another.

Material Components: A rose fresh rose petal for *touch of beauty* or a dried one for *touch of hideousness*.

Glitterdust

Level: Cleric 3, Druid 3, Magic-user 2, Witch 2

Duration: 1 round per level

Range: 120'

A cloud of golden particles covers everything and everyone within a 10' radius area. Creatures within the area of effect must make a saving throw versus Spells or be blinded (from dust in their eyes) for the duration of the spell. Any invisible or hidden creatures within the area of effect are visibly outlined by the glowing particles, and creatures so outlined cannot thereafter benefit from invisibility or hiding in shadows while the glitterdust remains. The glitterdust cannot be removed but vanishes when the spell's duration expires, or if dispelled.

Material Components: A gold coin.

Grandmother's Shawl

Level: Witch 4

Duration: 1 round/level

Range: Caster

A favored spell among witches, this spell will enchant a normal shawl to provide a disguise for the witch. While wearing the shawl, the witch will not appear to be a witch but a nondescript grandmother. The witch's features do not change, but how people treat her does. A witch so disguised has an extra 50% chance to avoid being detected or caught up by an angry mob.

The component required for this spell is one ordinary shawl, which can be re-used for future castings.

Material Components: A plain-looking shawl.

Greenery Light

Level: Druid 1, Magic-user 1, Witch 1

Duration: 1 day/level

Range: object touched (20' violet light emanation)

Pale violet light, equivalent in brightness to a torch, springs forth from the spell's focus. Its dim radiation is particularly nourishing for plants within 20 feet, who can use it as a substitute for natural daylight (plants harmed by sunlight are not affected). Plant creatures within 20 feet of the greenery light regain an additional hit point per 8 hours rested.

Material Components: A crystal or glass ball touched by the spell caster.

Haunting Mists

Level: Magic-user 2, Witch 2

Duration: 1 minute/level

Range: 20'

A stationary illusion of misty vapor inhabited by shadowy shapes arises around the witch. The illusory mist obscures all sight, including infravision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). All creatures within the mist must save

or take 1d2 points of Wisdom damage and gain the shaken condition. The shaken condition lasts as long as the creature remains in the mist. Creatures that are shaken are at -2 to hit and -2 penalty to saves.

Material Components: A drop of water the witch takes from a graveyard.

Heal Affliction

Level: Witch 2

Duration: Instant

Range: Touch

This spell is as Heal ailment except for that permanent effects, including blindness, deafness, disease, and characteristic losses, are also removed. It will not cure drastic effects involving whole-body transformation such as level drain, petrification, conversion to green slime, etc.

Material Components: A cup of warm broth.

Horror

Level: Witch 6

Duration: 1 round/level

Range: 25' + 5' per level

Creatures within the area of effect panic and must flee directly away from the caster.

There is a 60% chance they will drop anything they are holding. There is a normal saving throw, but undead, golems, elementals, and extraplanar creatures are immune to the effect.

Material Components: The witch makes a moaning noise like a ghost or banshee.

I Am The Fire

Level: Witch 8

Duration: 1 minute per level

Range: Caster; 5' per level secondary effect

When Larina was a young witch, her mother warned her, "*They burn witches, Larina. Always be ready.*" Over the years of dealing with spirits, gods, undead horrors, and eldritch abominations, her mother's words were the only thing that ever frightened her. So she decided to be ready.

With a scream, the witch bursts into an avatar of living flame.

This also gives the witch several benefits:

- Immune to fire attacks.
- AC improves by +8
- Causes 1d8 damage to all in the secondary effect range per round.

- All attacks made by the witch add an additional 3d8 of fire damage.

The witch and all that she carries are immune to the flames, but anything flammable around her will set fire.

Material Components: The witch combines a pinch of carbon, saltpeter, and sulfur.

Id Assassin

Level: Witch 8

Duration: 1 round/level

Range: one living creature within sight

The witch taps into the target creature's subconscious mind, releasing its darkest, most primitive, and most violent self.

On a failed save vs. spells, the creature finds itself engulfed in a waking nightmare of violence and self-loathing, experiencing the effects of the confused condition (it can not attack or flee); also on a failed save, id assassin deals 1 point of Wisdom damage each round, and in addition, the victim suffers 1d6 points of nonlethal damage each round as the result of its inner turmoil. A successful save results in the target being sickened for 1 round, no Wisdom damage, and only half the subdual damage for the duration of the spell.

A creature reduced to 0 Wisdom has no will and will be a zombie-like creature the witch can control for the remainder of the spell duration.

Material Components: A metal or glass mirror twisted into a distorted shape.



Illness

Level: Witch 3

Duration: Instantaneous and 1d6 weeks

Range: One sq. mile per level of the witch

This spell allows the caster to infect a wide area with a mostly non-fatal, but still debilitating, illness. The area affected is one square mile per level of the caster, and it will affect up to 10d4 creatures per experience level. **EXAMPLE:** A 7th level witch could cast the spell, affecting an area up to 7 square miles, and 10d4x7 individuals within that area will contract the illness. The caster must be somewhere within the area of effect, but will not herself be affected by the spell.

The illness will cause all those affected to lose both 1 point of STR and CON for 1d6 weeks, and most commoners will generally be bed-ridden during that time (preventing most standard economic activities such as construction, harvesting crops, etc.). To

see if any particular individual in the area was affected, simply divide the total population by the number of people affected. The illness is only fatal 1% of the time.

Material Components: The witch must use a bit of blanket from a person that died in a plague.

Improve Cure

Level: Cleric 1, Druid 1, Witch 1

Duration: 1 min./level

Range: One non-magical cure

The witch can dramatically increase the effectiveness of a nonmagical consumed item, which provides a nominal bonus to saves against disease, nausea, sickness, or poison. (such as some natural herbs, or potions a witch can create, or even mundane cures like soup). Whenever the user would attempt a saving throw with a bonus due to the cure, the user rolls the saving throw twice and takes the higher result.

As long as the item is consumed within the spell's duration, the improved effects continue until the end of the cure's normal duration.

Material Components: The nonmagical cure the witch seeks to improve.



Larina's Liberum Libre

Level: Witch 8, Wizard 8

Duration: Permanent; see below

Range: 1 Spellbook

This spell was named for the first witch to successfully use it to make a copy of another spellbook. The spell requires a book of the same size, shape, and page numbers of the spellbook to be copied. The base cost for this book is 200gp per spell level copied. Also needed are a special quill of a Giant Mimid Bird and distilled ink of an octopus. Both may be purchased, base cost of 100 gp, or prepared by the caster ahead of time. The ink is used up in the spell casting, the quill can be used for 1d6+6 uses.

The blank book, quill, ink, and the spellbook to be copied are placed on a specially prepared cloth (not rare, just clean and white). The spell is cast, and the cloth covers both books. The period will take 1 hour per spell level to copy. Once complete, the spell will create a perfect copy of the book in question. If the spell is interrupted during this time, the cloth removed or either book opened, then the spell is canceled, and the new book, ink, and quill are destroyed.

Note: Normal non-magical books may be copied as well, but only require normal ink and a regular book with the same number of pages.

Material Components: The book, quills, ink, and cloth.

Lifesteal (Reversible)

Level: Witch 3

Duration: Instant

Range: Touch

The target creature loses 2d6 hp if it fails its saving throw, and the caster is healed of the same number of hp, up to his or her normal maximum. If the target is slain by this effect, there is a 1% chance per level of the spell caster that it will rise as a Shadow. It will be under its creator's control until the next new moon, at which time it is released as a free-willed creature (it will not normally attack the witch who created it unless provoked). The spell's reverse, Lifegift, has no saving throw. The caster loses hp, and the target is healed of the same amount.

Material Components: A leech.

Light as a Feather, Stiff as a Board (Levitate)

Level: Magic-User 2, Witch 2

Duration: 1 turn/level

Range: 20'/level

This spell allows the caster to levitate herself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliffside, or ceiling could, of course, be used to pull along hand-over-hand. Levitation allows up- or downward movement at a rate of up to 6 feet per minute (60 feet per turn), and the caster cannot levitate more than 20 feet per level from the ground level where the spell was cast. (Such range is applied both to movement into the air and to downward movement into a pit or chasm.)

Material Component: The witch chants "light as a feather, stiff as a board" as she levitates.

Live, Laugh, Love

Level: Witch 3

Duration: Instantaneous

Range: One person

This spell is essentially the reverse of Bestow Curse. Instead of cursing or hexing someone, the witch bestows a blessing on another. This blessing can take any

form. Usually, it provides a single +4 to any one roll the target wishes to use within 24 hours or a +1 to all rolls in 24 hours. Other uses will be of the “Strange Fortune” variety, the targeted person will find a bag of silver coins, or encountering a long lost friend, or even something as mundane as traveling to an inn where all the rooms are booked except for the best room that innkeeper lets you have for half-price.

Live, Laugh, Love can't be used to remove a curse, but a well-worded one can nullify a curse. If a person is cursed to clumsiness (a -4 on all Dexterity-based rolls) a Live, Laugh, Love spell could be worded to provide strange luck. Yes, they are clumsy, but somehow they always land on their feet with no ill effects.

Material Components: The witch prints the words “Live, Laugh, Love” on a talisman the target then wears or keeps.

Longevity

Level: Magic-user 7, Witch 7

Duration: Permanent

Range: Self

This spell will halt the aging process in the caster for 1d4+1 years. During this period, the caster's physical appearance and general health remain as they were at the time of the casting as if he or she has not aged a day.

Aging attacks, such as those from a ghost, subtract from the Longevity years first before actually aging the victim. Because of the tremendous magical strain of this spell on the body and soul, a caster can only benefit from it once every 5 years.

Material Components: Casting this spell requires a bloodstone gem of at least 2,000 gp in value, which is consumed in the casting.

Love Attraction Candle

Level: Witch 3

Duration: See below

Range: The Witch or willing target

Should someone wish to attract love, and be warned, this could cause unwelcome advances from somebody they are not interested in, Witches will sometimes turn to this spell. During the preparation for the spell, three hearts are carved into a red candle with a white-handled knife. Rose petals are sprinkled around the ritual space, preferably ones that have been given to the Witch as a love-gift, then three candles are charged and light. The Witch then concentrates on the person in whom she is interested as the gold candle is lit (see the material components). Once all three candles are lit, the Witch must make percentile roll, add +1 per her level and compare the result to the chart below:

4d6	Result
6 or less	The first member of the opposite sex or appropriate sexual orientation met after this ritual will be attracted to the Witch.
7 to 18	The intended person will look favorably on the Witch.
19 or above	The intended person will pay court to the Witch, for at least 1d6 days, though if he isn't interested after this time, his love will fade.

When the spell is completed, the remains of the candles are buried in the Witch's garden.

If the targeted individual is not already romantically inclined towards the Witch, he is allowed a saving throw vs. Wisdom against this spell. If this save succeeds, then the spell only has a short duration, after which the targeted individual wonders just why he behaved like that.

Material Component: Three candles, 1 red, 1 silver, and 1 gold along with a basket of rose petals. The silver candle represents the Witch, the gold one her intended lover, and the red one the love that will flourish between them (male Witches may wish to reverse this and use the silver one for their intended and the gold one to represent themselves).

Love Identity Candle

Level: Witch 1

Duration: While the candle burns

Range: The Witch or willing target

This spell is used to enable the Witch to visualize her, or another's future partner. Once charged, a pink candle is lit, and the Witch gazes into the flame. She sees either the person she is fated to marry or something about him/her, in the flame. The Witch then makes a percentile roll, and depending on the result, she gains a certain amount of information concerning the person. She can add +1 per her level to her roll.

4d6	Result
6 or less	Vague image, a general impression of the individual's profession.
7 to 13	Clear image, but with no indication of location, more detail of concerning what he does.
14 to 20	Complete and identifiable picture, hint to his name or location.
21 to 23	Name or location revealed.
24	Name and location, plus any other details.

Love identity candle may be performed on behalf of another, who must be present when the spell is cast. However, unless they have power (i.e., they are a spellcaster of some kind), only the Witch is able to see the images in the candle flame, and so must describe them to the querant.

Material Components: Red, gold, and silver candles.

Love Potion

Level: Witch 5

Duration: 1 day/level

Range: 6 oz. of liquid touched

This spell transforms a small volume of liquid into a potent love tonic. A creature that drinks the affected liquid must succeed at a Will save to avoid falling in love with the next creature it sees. This is an emotion and mind-affecting effect. This effect functions as a 5th-level enchantment spell with a permanent duration for the purposes of dispelling.

Material Components: A rose petal, a drop of honey and fermented sugarcane juice

Make Fertile

Level: Witch 5

Duration: Permanent

Range: 25' + 5' per 2 levels

This spell allows a barren or infertile woman (or man) the ability to have (or conceive) children. It heals what damage it can and magically augments what it can't.

This spell does not increase the chances of implanting life, but it will remove the hindrances. Upon a successful check, the ground or the people have the same base chance of conception as everyone else (a base chance of 50% in most cases, sometimes lower).

Material Components: To make people fertile, the witch needs walnuts, blessed water, and milk from a lactating ewe. The ingredients are then mixed in a copper bowl and given to the prospective mother.

Mirror Talk

Level: Witch 4

Duration: 1 minute/level

Range: See text

This spell enables the witch to create a link from her focus mirror to a second focus mirror elsewhere on the same plane/world. She must have carefully studied the mirror, but need not know where it is located.

The link between mirrors enables those in front of the mirror to see through the opposing focus as if it were a window. Sight and sounds pass through the foci. This allows line of sight, but not line of effect. The witch can't cast spells through it, for example.

Material Components: A pair of finely wrought and highly polished silver mirrors costing not less than 1,000 gp. The mirrors can be of any size.

Nondetection

Level: Witch 4

Duration: 1 hour per level

Range: Touch

This spell protects the creature touched from being spied on by crystal balls or any type of ESP. The spell's magical protection also prevents a crystal ball from spying on the items the recipient is wearing and his present location. A character attempting to spy upon the recipient will learn he is being magically protected, but will not gain any other information. This spell is used to create amulets versus crystal balls and ESP.

Material Components: Tin that has been hammered very thin and fashioned into a hat.

Oh my God, Becky!

Level: Witch 1

Duration: Instantaneous

Range: One other target within 50'

This spell redirects attention from the witch to another target. The witch points and says the spell, and any attention or attack directed at the witch is then shifted to the target.

Those affected must make a saving throw or ignore the witch for the next round.

Material Components: The witch must be able to point at another target.

Ordeal

Level: Witch 4

Duration: 2d6 rounds

Range: Self

Ordeal may only be cast when the caster has less than a quarter of her normal (full) hp remaining. For the spell's duration, the caster may make all die rolls twice, and select the result that he or she prefers. This includes "to hit," damage, saving throws, and all other kinds of die roll that the player would usually make.

Material Components: The witch must be at one-quarter or less of her life as measured in hit points.

Overlook

Level: Witch 5

Duration: 1 hour per level

Range: Touch

This spell will cause the target to become seemingly innocuous and readily ignored.

She will become effectively invisible to all that look her way. Even those who accidentally bump into the target will merely mumble and move on.

Those who are specifically looking for the target must make a saving throw to spot the object of their interest. Vigilant guards can also make a saving throw to attempt to spot the target.

The overlook spell is negated by anybody that observes the target attack a creature, including the subject of the attack.

Material Component: The witch wraps a scarf around her head to cover her hair or the head of the one she is casting the spell for.

Pain (Reversible)

Level: Witch 2

Duration: 1d6 rounds

Range: 30'

The target creature is suddenly shot through with extreme agony. It falls to the ground, helpless, and cannot react for the spell's duration. At the spell's expiry, it suffers 1d6hp of damage.

The spell's reverse, Pleasure, causes the same effect in game terms but without the subsequent damage.

Material Components: A handful of pins and needles.

Peace Aura

Level: Witch 7

Duration: 1 hour per level to max 24 hours

Range: 40' radius emanating from a touched point

Peace aura wards a particular site, building, or structure against violence. Anyone attempting to strike or otherwise attack a creature within the warded area, even with a targeted spell, takes 1d6 points of force damage per caster level (maximum 20d6).

Material Components: A symbol of peace is carved on the building.

Pillar of Life

Level: Witch 5

Duration: 1 round/level

Range: medium (100' + 10'/level)

You conjure a pillar of positive energy in a single 5-foot square within range that radiates light as if it were affected by a continual light spell. Living creatures adjacent to the pillar can touch the pillar and heal 2d8 points of damage + 1 point per caster level (maximum +20). Creatures can move into the square containing the pillar, but if an undead creature moves into the pillar, it takes 1d6 points of damage per caster level (maximum 10d6). Undead creatures vulnerable to bright light take 1d8 points of damage per caster level (maximum 10d8). A creature cannot benefit or suffer more than once from a single casting of this spell.

Material Components: A rod of glass or crystal.

Predict Weather

Level: Witch 1

Duration: 12 hours

Range: 1 mile per level

By the use of this spell, the witch can accurately predict the weather within the range of the spell over the next 12 hours.

The spell provides no ability to control the weather, merely foreknowledge of what is coming.

Material Component: The witch holds her index finger up.

Prismatic Lightning

Level: Magic-user 8, Witch 8

Duration: Instantaneous

Range: 120' cone

A bolt of lightning arcs from the witch's hand splitting into eight multicolored bolts. Each bolt is a different color and has a different power and effect. Each creature in a 60-foot cone must make a saving throw vs. Spells. For each target, roll a d8 to determine which color lightning bolt affects it.

Each target takes 2d6 lightning damage, or 1d6 on a save vs. spells.

1. Red: The target takes 12d6 fire damage on a failed save, or half as much damage on a successful one.
2. Orange: The target takes 12d6 acid damage on a failed save, or half as much damage on a successful one.
3. Yellow: The target takes 12d6 lightning damage on a failed save, or half as much damage on a successful one.
4. Green: The target takes 12d6 poison damage on a failed save, or half as much damage on a successful one.
5. Blue: The target takes 12d6 cold damage on a failed save, or half as much damage on a successful one.
6. Indigo: On a failed save, the target is restrained. It must then make a saving throw vs. Paralyzation at the end of each of its turns. If it successfully saves three times, the spell ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.
7. Violet: On a failed save, the target is blinded. It must then make a saving throw vs. Death Magic at the start of the caster's next turn. A successful save ends the blindness. If it fails that save, the creature is transported to another plane of existence of the GM's choosing and is no longer blinded. (Typically, a creature that is on a plane that isn't its home plane is banished home, while other creatures are usually cast into the Astral or Ethereal planes.)

8. Special: The target is struck by two rays. Roll twice more, rerolling any 8.

Material Components: A prism made of glass edged with silver (500 gp value).

Prismatic Spray

Level: Magic-user 7, Witch 7

Duration: Instantaneous

Range: 60' cone

Eight multicolored rays of light flash from the witch's hand. Each ray is a different color and has a different power and effect. Each creature in a 60-foot cone must make a saving throw vs. Spells. For each target, roll a d8 to determine which color ray affects it.

1. Red: The target takes 10d6 fire damage on a failed save, or half as much damage on a successful one.
2. Orange: The target takes 10d6 acid damage on a failed save, or half as much damage on a successful one.
3. Yellow: The target takes 10d6 lightning damage on a failed save, or half as much damage on a successful one.
4. Green: The target takes 10d6 poison damage on a failed save, or half as much damage on a successful one.
5. Blue: The target takes 10d6 cold damage on a failed save, or half as much damage on a successful one.
6. Indigo: On a failed save, the target is restrained. It must then make a saving throw vs. Paralyzation at the end of each of its turns. If it successfully saves three times, the spell ends. If it fails its save three times, it permanently turns to stone and is subjected to the petrified condition. The successes and failures don't need to be consecutive; keep track of both until the target collects three of a kind.
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8. Special: The target is struck by two rays. Roll twice more, rerolling any 8.

Material Components: A prism made of glass (100 gp value).

Private Sanctum

Level: Witch 5

Duration: 24 hours

Range: 30'

This spell creates a field impenetrable to most kinds of scrutiny. Onlookers into the area from outside see only a dark, foggy mass. Infravision cannot penetrate it.

Eavesdroppers do not perceive any sound, no matter how loud, exit from the area. Those inside the affected area can see and hear out normally.

Divination spells like magic Mirror and Clairvoyance/clairaudience, and similar effects cannot perceive anything within the area.

Also, people inside the affected area are immune to ESP spells.

No speech is possible between those inside and those outside; the spell does not prevent other means of communication, such as telepathic communication, or such as that between a magic-user and his familiar.

Private Sanctum does not stop creatures or objects from moving into and out of the area.

Material Components: A scented candle the witch burns. The candle will burn for the duration of the spell.

Pumpkin into a Carriage

Level: Witch 5

Duration: Special

Range: One Pumpkin

This spell will transform one pumpkin into a carriage that will transport the witch and one other person per level of the witch. The carriage can appear to have horses, ghostly steeds, or none at all on the direction of the witch. The "horses" are just a glamour and not really required.

The carriage moves at a rate of 120' (40') and responds to simple commands, including traveling to a known destination.

The carriage will remain in this form until a prescribed time. Typically midnight or sunrise, at which time it will revert to a pumpkin. Anyone inside at that time will find themselves on the ground next to the pumpkin.

Material Components: A large pumpkin or other gourd or melon.

Purification Spell

Level: Witch 2

Duration: Instantaneous

Range: 50' area

This spell removes negative or evil influences from an area. This can be any spirit, undead, elemental, or faerie creature of 1 HD or less. Any area of effect spells that can cause harm other debilitating effects such as fear. Or the effect of an evil cleric attempting to control undead. In every case, the creature or caster responsible for the effect gets a saving throw to negate.

If there are no evil influences in the area, then everyone in the range of the spell is healed by 1 hp.

Material Components: The witch burns a bundle of herbs. Usually carnation, cedar, clove, ivy, or sage.

Purify Food and Drink (Reversible)

Level: Witch 3

Duration: Instantaneous

Range: One cubic foot of food per level

This spell allows the caster to turn spoiled, rotten, or otherwise inedible food and drink (including that which has been poisoned) into fresh and edible fare.

The caster can affect up to one cubic foot of food and drink per level, as long as it is all within a 10' square area no more than 30' from the caster. The reverse of the spell, *putrefy food and drink*, naturally spoils and ruins otherwise edible food. Just as purify food and drink will ruin unholy water, so too will putrefy food and drink do the same to holy water.

Material Components: The witch says a blessing to the spirits of the earth over the food and drink.



Rain of Spite

Level: Witch 4

Duration: 1 round

Range: 100'

The Rain of spite creates a magical storm of vitriol: black tears that come from some unimaginable place burn what they touch, and evaporate with a hiss. They are neither venom, nor acid, nor flame; witches say they are made of liquid scorn. The tears damage living flesh, doing 1d4 hp of damage per level of the witch to everything within the area of effect (save [Spells] for half). Un-living items, including undead creatures, golems, and elementals, take no damage from this spell.

Material Components: The witch spits on to the ground.

Rose Garden

Level: Witch 2

Duration: 1 minute/level

Range: 30' radius

This spell overwhelms the sense of smell of all those creatures in its effect with a pervading odor of roses. The smell is so intense that it completely counters the effects of the spell stinking cloud, the special scent quality that some creatures possess, all stench or nausea effects, and

any other olfactory-based effect that would normally require a saving throw. All creatures are immune to these effects while within the spell's area of effect, and no smell whatsoever issues from, enters, or passes through the area. Any ongoing scent-induced effects, such as nausea, are suppressed while within the area of effect of this spell. The spell can be cast on a point in space, but the effect is stationary unless cast on a mobile object. The spell can be centered on a creature, and the influence then radiates from the creature and moves as it moves. An unwilling creature can attempt a save to negate the spell.

Material Component: A handful of rose petals.

Sense Surround Spell

Level: Witch 3

Duration: One hour

Range: Caster

With this spell, the witch can see everything around here in 360 degrees. She gains a +1 or +5% for spotting traps or secret doors and cannot be surprised.

Material Component: The eye of a chameleon.

Sister to the Dark Ones

Level: Witch 2

Duration: One hour + 10 mins/level

Range: Caster

This spell allows the witch to be seen as an evil or undead creature to other like creatures. Undead, orcs, goblins, dark elves, and other evil creatures will see the witch as one of their own and treat her favorably or at the very least, not attack her. The witch's allies are seen as her thralls and will ignore them as well. This deception will end if the witch or any of her allies attack.

As a side-effect to the spell, the witch's skin turns green. *Material Components:* A bit of bat fur, a spider's web, or hair from a hag.

Speak with Animals

Level: Witch 1

Duration: 1 min/level

Range: Caster

The witch can comprehend and communicate with animals. She can ask questions of and receive answers from animals, although the spell doesn't make them any more friendly or cooperative than normal.

Furthermore, wary and cunning animals are likely to be terse and evasive, while the more unintelligent ones make inane comments. If an animal is friendly toward witch, it may do some favor or service for her.

Material Component: A bit of honey placed on the tongue.

Speak with Creatures

Level: Witch 6

Duration: 6 turns

Range: Caster

This spell is a more powerful version of speak with animals but allows the caster to speak with any creature.

Material Component: A bit of honey placed on the tongue.

Spectral Presence

Level: Magic-User 3, Witch 3

Duration: 1 hour

Range: Touch

This spell allows a character under its effects to see, hear, and interact with ghostly and incorporeal creatures as if they were solid. Their mundane weapons are able to damage creatures of this nature who would otherwise be immune to non-magical attacks.

Material Components: A bit of cheese-cloth the witch drapes over her head.

Summon Higher Power

Level: Witch 6

Duration: See Below

Range: 10'

With this spell, the witch focuses her attention and ire on a single task and summon an elemental or spiritual creature. The creature will be bound to the witch and perform one task the witch sets it too. Typically these creatures are not summoned for combat purposes but rather to perform a task for the witch or to retrieve information or an item.

The item must be on the same plane the witch has summoned the creature to. The information must be something that is knowable in the general sense. So asking where an evil king hides his daughter is knowable. Asking what the king's final thoughts were before he died typically is not.

While only one such action or bit of knowledge is allowed, the accuracy is 100%. The creature cannot lie to the witch due to ancient pacts.

Material Components: The witch summons the power by calling out unique names of power she is taught as a young witch.

Sword

Level: Witch 7

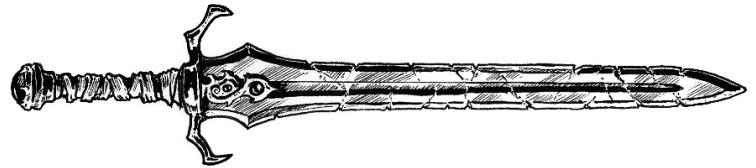
Duration: 1 round/level

Range: 30'

This spell brings into being a shimmering, swordlike plane of force. The sword strikes at any opponent within its range, as the caster desires, beginning in the round that the spell is cast. The sword attacks its designated target once each round on the caster's normal initiative turn. The sword attacks as a fighter of the same level as the caster, and the attack roll is modified by the caster's

Intelligence bonus. The sword inflicts 3d4 points of damage on a successful hit and can hit even creatures immune to non-magical weapons. On a natural roll of 19 or 20, it will automatically hit its target, no matter its armor class. The sword can only be destroyed by a successful application of dispel magic.

Material Components: A small sword, 3 inches, that is destroyed in the casting.



Threshold

Level: Magic-user 4, Witch 4

Duration: 2 hours per level

Range: One doorway or entrance

This spell can be cast on any doorway or entrance. For the duration of the spell, any extraplanar creature (such as a demon) attempting to cross it must make a saving throw (with a -2 penalty), or they are halted and suffer 5d6 points of damage. In addition, the caster is immediately aware the threshold has been crossed whenever any creature, extraplanar or otherwise, attempts to cross.

Material Components: The witch performs a blessing in the liminal space of the doorway.

Time Dilation

Level: Magic-User 5, Witch 4

Duration: 2 rounds per level

Range: Touch

The target of this spell has her perception increased, allowing her to respond much more easily to incoming attacks, increasing her armor class.

This spell grants a +4 armor class bonus at caster levels 1st to 5th, a +6 bonus at caster levels 6th to 10th, a +8 bonus at caster levels 11th to 15th and a +10 bonus at caster levels 16th and up.

The material component for this spell is an hourglass. The caster breaks it during the casting of the spell and sprinkles its sands over the target.

Tongues

Level: Witch 3

Duration: 10 minutes per level

Range: Touch

The witch may cast this spell on herself or another, granting them the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although it may be able to

understand several languages. *Tongues* does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Material Components: The tooth of a serpent or an adder's tongue.

True Seeing

Level: Witch 6

Duration: 1 round per level

Range: Self or Touch

This spell confers on the target the ability to see all things as they actually are. The subject sees through normal and magical darkness, notices secret doors, sees the exact locations of displaced creatures or objects, sees through normal or magical disguises, sees invisible creatures or objects normally, sees through illusions and sees the true form of polymorphed, changed or transmuted things. The range of *true seeing* conferred is 120 feet.

True seeing, however, does not penetrate solid objects. It in no way confers the ability to see through materials or its equivalent. It does not negate physical concealment, including that caused by fog and the like. In addition, the spell effects cannot be further enhanced with known magic, so one cannot use true seeing through a crystal ball or in conjunction with clairvoyance. It can be used in conjunction with *Greater Scrying*, but the limit of both spells is reduced to a maximum of 5 rounds.

Material Components: The witch peers through a convex lens.

Veritas (Truth Spell)

Level: Witch 1

Duration: 1 hour per level

Range: Touch

By means of this spell, anyone touched by the witch will be forced to speak nothing but the truth for the duration of the spell.

Material Components: The south-facing bark of a willow tree, the pin feathers of a migratory bird, and the moss from the north side of a stone.

Wall of Thorns

Level: Druid 6, Witch 6

Duration: 1 turn/level

Range: 80'

This spell creates a barrier of very tough, pliable, tangled brush bearing needle-sharp thorns as long as a human's finger. The caster can create a 10' x 10' x 5' wall per level of experience, but the "wall" can be shaped as desired by the caster in equivalent volume (such as to block a passage).

Any creature forced into or attempting to move through a wall of thorns takes 8 points of damage per round of

movement (if attempting to break through the barrier; the creature will break through 10' of barrier per round). A creature trapped in the thorns can choose to remain motionless to avoid taking any more damage.

Creatures with the ability to pass through overgrown areas unhindered can pass through the wall at normal speed without taking damage. The wall can be chopped through very slowly (1'/round). It can also be burned by magical (not normal) fire, which will destroy the wall in 10 rounds. Despite its appearance, the wall is not actually a living plant, and thus is unaffected by spells that affect plants.

Material Components: A thorn from a rose bush.

Wall of Wood

Level: Druid 4, Witch 4

Duration: Permanent

Range: 60'

The witch brings a wooden wall into existence. The wall is normally 1" thick and can be as large as 1,200 square feet. The wall can be made thicker than 1" with a proportionate reduction in area, but cannot be made less than 1" thick. The wall is permanent unless otherwise destroyed or dispelled with dispel magic. The wall may not be evoked so that it appears where objects or creatures already are.

The witch can create a wall of wood in almost any shape she desires. The wall created need not be vertical but must rest upon a firm foundation. It can be used to bridge a chasm, for instance, or as a ramp, but the wall must be shaped properly, reducing the spell's area by half. Likewise, the wall can be crudely shaped to form battlements and ramparts by reducing the area.

Material Components: A piece of wood.

Ward of the Season

Level: Cleric 4, Druid 3, Witch 3

Duration: 1 hour/level

Range: touch

This spell harnesses the power of the seasons to protect the target and grant some bonuses. This spell has one of four different effects. The caster of the spell can select any one of the following four effects but can change the effect as a standard action that reduces the total remaining duration by 1 hour.

Spring: The target is wrapped in light vines, culminating in a crown of bright, beautiful flowers. While the spell remains in effect, the target is immune to bleed effects and regains 1 hit point per round whenever below 0 hit points, as long as the target is still alive. This stabilizes the target. For each hit point restored in this way, the spell's total remaining duration is reduced by 1 hour.

Summer: The target is surrounded by tiny motes of light. While the spell remains in effect, the target's base move increases 6'. The target may instead increase its base speed by 18' for 1 round by reducing the spell's total remaining duration by 1 hour.

Fall: A cloak of autumn leaves appears on the target. While the spell remains in effect, the target gains a +2 morale bonus on Saving Throws. The target can decide to roll twice on any saving throw against disease or poison and take the higher result by reducing the spell's total remaining duration by 1 hour.

Winter: A flutter of snow and crisp air surrounds the target. While this spell remains in effect, the target automatically succeeds at Dexterity ability checks made to avoid falling while moving across slick or narrow surfaces. The target can move freely through difficult terrain for 1 round by reducing the spell's remaining duration by 1 hour. Difficult terrain created by magic affects the target normally.

Material Components: The witch must draw the ward in the air in the secret language of magic.

Witch Candle

Level: Witch 1

Duration: 4 hours

Range: Touch

This spell is used to speed the recovery of the party's hit points while resting. The witch arrives and will burn for up to 4 hours unless it goes out for any reason, whence it vanishes, and the spell expires. While the candle is burning, every living creature within 30' of it regains 1hp per complete turn that elapses, so long as that creature is resting (not memorizing spells, not standing watch, but actually resting). No matter how many such candles are within 30', only 1hp per complete turn can be regained with this spell.

Material Components: A normal candle that is transformed by this spell.

Witch Fire

Level: Witch 3

Duration: 1 hour

Range: 90'

This spell creates balls of phosphorescent light, the colors of which may be chosen by the warlock. The number of balls is equal to the witch's level. The lights follow the witch, and at her will, each ball of *witch fire* can be sent to cover one Medium creature or two Small creatures within the spell's range, as the *foxie fire* spell. (For larger creatures, the referee must determine a reasonable size equivalent; e.g., 2, 3, or 4 balls of witch fire may be necessary to effect a giant.) Illuminated creatures can be struck at a +1 "to hit" bonus.

Witch Slap

Level: Witch 2

Duration: Instantaneous

Range: One creature in sight

The witch delivers a powerful slap to any one target, she can see. The slap is like being slapped with a bare hand, so only 1d4 hp damage or half if save vs. spells is

made. Anyone affected by this spell knows who slapped them.

Material Components: The witch makes a slapping motion.

You Can't Sit With Us

Level: Witch 2

Duration: 1 hour per level

Range: 10' + 2½' per level

This spell keeps creatures away while the witch is resting. It could be for her nightly rest or while sitting down to enjoy a brunch or tea. The witch cannot be actively engaged in combat or even traveling. She must be sitting or resting.

Material Components: The witch sits down or rests and then casts the spell.



Ritual Spells

The witch may also cast Ritual Spells. These spells are harder to cast than other spells of the same spell level (and thus require a slightly higher level) and require more than one witch to cast.

The number of witches required and any other special requirements needed for the spell.

Some spells listed above also have a *Ritual Benefit* and can be cast as if they were a ritual spell. Normal spells can be cast with one witch, but to gain the ritual benefit it will require that the witch be of the appropriate level and have the number of witches listed in the description. Unlike the normal spells, a Ritual Spell can only be cast by multiple witches. For the determination of effects or ability to cast the highest level witch is used as the primary caster.

Researching and Creating New Ritual Spells

Any witch can attempt to create a new, original ritual spell. But creating a ritual spell is much more demanding than creating a normal spell. Like research of regular spells, the creation of witch rituals requires meditation, prayer, and sacrifices in a blessed natural location. The research must be conducted by at least three witches from the same coven or of the same tradition. Exceptions can be made for other casters.

During the research, each of the witches must pay 1,000 gp per week with a minimum of one week per effective level of the ritual. This money goes into the same fees, experimentation, and components that regular spell research consumes. At the end of the research period, each of the researchers makes an Intelligence or Wisdom ability check. Each rolls a d20 and must get higher than a 20 on the roll. This is modified by adding the witch's level plus her Intelligence or Wisdom modifier to the roll. This further modified by the level of the new ritual. Each witch in the research adds +1 to all the witches' rolls.

For example, three witches of the Mara coven wish to create a new 3rd level ritual. They spend three weeks (the level of the ritual) and 3,000 gp each in materials. The witches are all 8th level and have ability scores that grant them +2, +2, and +3, respectively. At the end of the three week research period, each witch rolls a d20 and adds 8 plus 2 or 3 to their rolls (depending on which ability they use), and +3. Their rolls are further modified by -3 for the level of the spell.

So the modifiers are a total of +8 (level), +2 or +3 (depending on the witch), +3 (for three witches) for a total of +13 or +14, this is then modified down by -3 since it is a third level ritual, so +10 or +11. They roll and add. If the result is 20 or more for all witches, then the research is a success, and coven has a new ritual. If lower than 20 for any one witch the ritual fails, and they must start over.

A natural 20 always is a success, and a natural 1 is always a failure regardless of modifiers.

First Level Witch Rituals

BFFs

Level: Witch Ritual 1

Ritual Requirements: Two or more witches

Duration: Permanent

Range: One other witch or witches

This ritual is a simple but powerful one. Two or more witches solemnize their bonds of friendship and designate each other as their "Best Friends Forever." This bond is strong and lasts, as the name implies, forever. The ritual needs to be "updated" every so often, usually once per year, equal to the average levels of the witches. So a group of 1st level BFF witches must meet again to rebond within one year.

Once completed, the BFFs can cast any spell that has a range of "Self" on one of their BFFs. Additionally, after one year, any spell the witch casts on herself, she may also opt to have it affect one of her BFFs as well. This is typically used for healing magic, but also polymorph spells or spells like tongue or even charm spells.

Material Components: The witches gather together is a night-long ritual that involves them sharing secrets that no one else will ever hear, partaking in a ritual meal and drink and staying together till sunrise the following day.

Cake and Tea Ritual

Level: Witch Ritual 1

Ritual Requirement: At least 2 witches, full tea set, cakes and tea

Duration: 24 Hours

Range: All Participants

This ritual is often performed at the end of the proper worship ceremonies of a coven, but it can also be performed as a means of two unfamiliar witches to break the ground towards friendship. Once complete, the witches in the ritual will gain a +1 to all rolls for the next hour and will act as if they had a +1 to Charisma-based roll for the next 24. The witches also may not harm each other in any fashion or lose all benefits from this ritual.

Material Components: Cakes or cookies and the tea to be served.

Second Level Witch Rituals

Blessed Wanna-bes

"If you wanna be in my coven, you gotta get with my friends."

Level: Witch Ritual 2

Ritual Requirements: One witch and members of the coven

Duration: One Day per Level

Range: One dwelling

This ritual initiates a new witch into the coven. Often called an Initiate, or sometimes in jest, a "baby-witch," this ritual requires the entire coven to cast.

Once complete, the new witch initiate can read the coven's Book of Law and learn the greater mysteries of the coven.

During the duration of the spell, the new initiate has a +1 bonus to all saves and to AC.

Material Components: The ritual tools of the coven for the initiate. Also food and drink for the cakes and ales ceremony afterward.

Sage Burning

Level: Witch Ritual 2

Ritual Requirements: One witch and other participants

Duration: One Day per Level

Range: One dwelling

Also known as "smudging," this ritual is performed by the witch on the behest of the owners or occupants of a dwelling, typically a house, but can also be as large as a castle. The witch walks around the property with the occupants and casts out evil influences.

This ritual will remove spirits, boogies, and curses laid on the home. It also acts as a *Protection from Evil 10'* Radius spell.

Material Components: The witch walks around the area to be affected while burning a sage smudge, a bundle of sage tied with twine.

Third Level Witch Rituals

Animate Scarecrow

Level: Witch Ritual 3

Ritual Requirements: The witch and an hour-long ritual. Additional witches may be included.

Range: One scarecrow

Duration: One year plus one day per combined witch levels.

The witch must prepare the scarecrow's body out of hay, straw, and old clothes. This should take at least an hour or two to gather materials and make the body. Longer times are needed for more complex scarecrows, but never more than three hours. Successful casting means the scarecrow is animated and will respond to the witch's commands.

Material Components: The creation of a scarecrow's body and an hour-long ritual. The witch includes three strands of her own hair to link the scarecrow to her. If more than one witch contributes to the construction of the scarecrow, then each has to contribute a strand of hair.

Merry Meetings (Air kiss)

Level: Witch Ritual 3

Ritual Requirements: Two or more witches

Duration: See Below

Range: One other witch or witches and their allies

This ritual is performed when meeting with other witches, not of the same coven. It establishes a good rapport between witches and assures that there will be no open hostilities between the members of the meeting. If the witches also have allies, then this protection extends to them as well.

During the meeting, no hostile actions can be performed by either witch or her allies. This includes physical attacks and spells. The actions are not blocked, the participants for any number of reasons do not consider attacking an option. Each comes up with their own reasons that make sense to them, but in truth, it is the power of the ritual.

Material Components: The witches involved cast the ritual before the meeting is to occur; then, they activate the ritual by kissing the air near each other's cheeks.

Fourth Level Witch Rituals

Bring on the Night

Level: Witch Ritual 4

Ritual Requirements: Two or more witches from the same coven

Duration: Till Sunrise

Range: The witches present

With this ritual, the witches of the same coven can wrap themselves in the protection of the night. A time that belongs to witches and they to it. While they are together and it is still nighttime, they gain the following benefits:

-3 bonus to AC

+3 bonus to all saves

+3 to any reaction roll involving Charisma

Additionally, the witch does not need to sleep until the ritual's duration has ended. At that point, they will need a full 8 hours of rest to be able to function again.

This ritual can be combined with *Sister to the Dark Ones*, and the bonus will add to each other.

Material Components: The witches light candles and share a potent libation designed to strengthen the mind and body while opening the witch to new realities.

Séance

Level: Witch Ritual 4

Ritual Requirements: The witch and at least one other person

Duration: 3 questions

Range: Caster

This ritual resembles the Clerical Speak to the Dead, save that the corpse of the dead person does not have to be present.

All that is required is the witch, who will do the actual speaking to the dead, and someone who knew the person in life. The amount of time the queried spirit has been dead is not an issue as long as the person who knew them in life can still remember them.

There is a chance that the spirit summoned is not the spirit intended. The base chance is 75% reduced by 5% per level of the Witch and 5% per ritual member that knew the deceased in life. So a 9th level witch with two family members calling on the spirit of their long-dead father has a base chance of 75%-(9x5%)-(2x5%) or 20% chance.

There is no way to know if the trickster spirit is telling the truth or not, usually not. Also, unless directly challenged, the witch has no way to know if the spirit is true or not.

Material Components: A crystal ball, witch board, or some other divinatory devices, and lit candles. All members of the séance must sit in a circle and hold hands. They need not be at a table, a circle on the floor is acceptable.

Fifth Level Witch Rituals

Information Network

Level: Witch Ritual 5

Ritual Requirements: The witch and at least one other person

Duration: 1 day per level

Range: Caster with senses extending 100' radius/level

This spell grants the caster selective clairaudience over a large range, enough to blanket a small city at higher levels. Upon casting the spell, the caster designates words or phrases, no more than 10 total words. When these words or phrases are spoken in any combination, the

caster will hear it as if he were in the room conversing with the speaker and know the location of the speaker. For example, the caster could designate “kill the king” and would hear anytime those words are spoken for the duration of the spell and know the location where they were spoken.

Material Components: A small bird the witch releases in the area she wishes to learn more about.

Tripping the Light Fantastic

Level: Witch Ritual 5

Ritual Requirements: The witch and at least one other person

Duration: Preset time

Range: One other person per level of the witch

This ritual is a powerful glamour the witch can cast on behalf of another person or group of people. When cast the those affected will appear to be wearing the finest attire, jewels, immaculate hair, and impeccable courtly manners. This ritual can make the lowest member of society appear and act as if they were reared in the highest society.

The glamour is perfect in every respect, and even magics such as *detect magic* or *true seeing* will only reveal that the clothing itself is magical, making their disguise seem even more lavish. Otherwise, the clothing, jewels, even the manners and actions of those affected will be perfect in every way.

The ritual will only last for a prescribed time. Typically till midnight or sunrise. After that, the illusion will fade, and those affected will revert back to their true appearances.

Note: This ritual can not be used as a spell to cause fear or in place of other glammers such as *Sister to the Dark Ones*.

The spell gets its name from one of its first recorded uses, to prepare a servant girl to go to a royal ball.

Material Components: The critical component here is nothing material, but the recipients' dearest desire to go wherever this ritual will allow them to go.

Sixth Level Witch Rituals

Grand Séance

Level: Witch Ritual 6

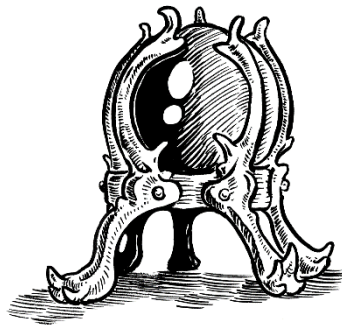
Ritual Requirements:

The witch and at least one other person

Duration: 3 questions

Range: Caster

This ritual is nearly identical to the Fourth level Ritual *séance* save that in this case, none



need to have known the spirit in life. The witch can call on the spirit on her own.

There is a chance that the spirit summoned is not the spirit intended. The base chance is 75% reduced by 5% per level of the Witch. So a 15th level witch calling on the spirit of a long-dead king has a base chance of 75%-(14x5%) or 0% chance.

Material Components: A crystal ball, witch board, or another divatory device, and lit candles. All members of the *séance* must sit in a circle and hold hands. They need not be at a table, a circle on the floor is acceptable. In a grand *séance* the witch will often burn fine incense and pour strong libations to attract the spirit.

Contingency

Level: Witch Ritual 6

Ritual Requirements: The witch and at least one other spell caster

Duration: One day per level of the casting witch

Range: Caster

This ritual allows the witch to cast a spell on herself so that it comes into effect under some condition she dictates when casting contingency. The contingency spell and the companion spell are cast at the same time. The contingency and the spell will take at least 10 minutes per level of the secondary spell to cast. The witch must have any requirements associated with the companion spell when the contingency is cast.

The spell to be brought into effect by the contingency must be one that affects the witch's person and be of a spell level no higher than one-third of her caster level (rounded down, maximum 6th level). The spell can cast by another spell caster, such as a wizard, but the spell must follow the same guidelines.

The conditions needed to bring the spell into effect must be clear, although they can be general. In all cases, the contingency immediately brings into effect the companion spell, the latter being “cast” instantaneously when the prescribed circumstances occur. If complicated or convoluted conditions are prescribed, the whole spell combination (contingency and the companion magic) may fail when triggered. The companion spell occurs based solely on the stated conditions, regardless of whether you want it to.

The witch can use only one contingency spell at a time; if a second is cast, the first one (if still active) is dispelled.

Material Components: The witch needs the material components required by the companion spell plus quicksilver and an eyelash of a spell-using creature (the witch or magic-user will suffice) and an ivory statuette of the witch worth 1,500 gp.

Seventh Level Witch Rituals

Hell Hath No Fury

Level: Witch Ritual 7

Ritual Requirements: 1

Duration: Permanent

Range: One Creature

The ritual, Hell Hath No Fury, is a rare ritual in that only one witch is required to cast it, but the situations in which it can be cast are also exceptional. The witch lay a devastating curse on an individual who has someone personally harmed the witch in some way. The harm isn't as simple as an attack, the offense must be a great one such as murdering the witch's family or lover, breaking the witch's heart with the promise of true love or spurning the affections of the witch for another. Typically only one such person in the witch's lifetime would fit the requirements. The witch then takes all her anger, rage and sorrow and pours it into this curse. The witch may affect the person responsible or a member of that person's family. The choice of victim and the curse is directly tied to insult done to the witch herself.

Once the curse is laid, then it can only be broken under particular circumstances either dictated by the witch or somehow related to original hurt to the witch. This curse can not be broken via a remove curse, wish, dispel magic or similar enchantments. The witch herself can not break the curse either.

Material Components: The witch needs something from the person that has wronged her.

Spy Network

Level: Witch Ritual 7

Ritual Requirements: The witch and at least one other person

Duration: 1 week per level

Range: Caster (1 square mile radius/level)

This spell functions as the *Information Network* ritual except for its much longer duration and much greater area effect. It turns the witch into a one-person spy ring, capable of blanketing a small kingdom.

Additionally, the caster may choose a different phrase every day, allowing her to evolve and tighten her search over time, without the need to re-cast the spell. A new phrase can only be chosen once per day without re-casting the spell. Only one such spell can affect the caster at a time.

Material Components: The witch releases a small bird whom she whispers to.

Eighth Level Witch Rituals

Hocus Pocus

Level: Witch Ritual 8

Ritual Requirements: Three witches from the same coven

Duration: Permanent

Range: See below

This spell is believed to be one of the most powerful witch spells known.

With the utterance of this spell, the witches casting can:

- Duplicate any witch spell of 8th level or lower, provided the spell is not forbidden to their coven.
- Duplicate any non-witch spell of 7th level or lower, provided the spell is not forbidden to their coven.
- Duplicate any witch spell of 7th level or lower, even if it is forbidden to their coven.
- Duplicate any non-witch spell of 7th level or lower, even if it is forbidden to their coven.
- Undo the harmful effects of many other spells, such as geas or quest.
- Replicate any curse like spell.

Material Components: The witch will need a spell focus item such as a wand, staff, distaff, or athame.

Simulacrum, Advanced

Level: Magic-User 8, Witch 8 (Ritual)

Ritual Requirements: The witch, items belonging to the person to be copied, sand and seawater

Range: Touch

Duration: Permanent

This ritual is an advanced form of the Simulacrum spell. The caster creates a duplicate of herself or some other person. The basic form is created from sand seawater, and must then be animated. (*Animate Dead** is an acceptable means.) A Limited Wish* (along with the actual Simulacrum spell) is then used to imbue the animated form with intelligence and specific knowledge of the person being simulated. The simulacrum gains 50-90% (use a d4) of the simulated creature's knowledge and experience. The simulacrum follows its creator's orders, but it does have a will of its own and may choose how they follow the orders. Note that the simulacrum is not a perfect representation of the original. Side by side, the differences are obvious, and the simulacrum is a magical creature detectable with a *Detect Magic* spell. If the original of the simulacrum dies, a strange effect begins: the simulacrum begins to gain the knowledge and experience of the dead individual at a rate of 1% per week, to a maximum of 98%.

*Animate Dead and Limited Wish are for magic-users only. The witch version only requires this ritual spell. In addition to the body made of snow and ice, the witch must include a bit of hair, fingernail, or blood from the person being duplicated.

Material Component: The figure made of sand.

PART 5: MONSTERS

Witches have graced the pages and stories of fantasy and myth for ages. Along with the witches have come creatures. Some have been seen as allies to the witches, others have been the creations of witches, and still, others are seen as associated with witches, for good or ill. Adding these monsters to the game will provide a backdrop for the witches to work against.

Using Monsters in Your Game

As in any game, monsters are designed to add a challenge to player characters. Some of these monsters are from the literature of the Faerie Tradition. GM's should add them to the same areas that Faerie Witches are found. Others, such as the Earth Troll, have had long associations with the witch. Others are monsters that fit well with the concept of the witch, such as the Hag or creations of witches, like the scarecrow.

Reading Monster Entries

The monsters presented here use a simplified stat block that adheres to the spirit of the Basic Era games. Some liberties have been taken to adapt between various expressions of the Basic rules, such as Descending vs. Ascending Armor Classes and various treasures that can be found.

Name: This is the name the monster is typically known by. In some cases, there are other names the same monster is known.

Armor Class: Descending Armor Class is used here as the default. Descending Armor Class starts at 9, and lower numbers indicate better armor. This is based on an un-armored score of 10 and going up to represent more armor. For example, a human wearing normal clothing would be listed as having an armor class of 9[10]. A creature with +2 protection (armor or magic) would have an AC of 7 [12].

Hit Dice (HD): The number of hit die the creature has. This roughly equivalent to the level of the creature and how much a challenge it represents. Hit die also determines the number of hit points the creature has on a d8. So a 3 HD creature has 3d8 hit points. GMs may simplify hit point calculations by taking the HD and multiplying it by 4.5, the average on a d8. A plus (+) after HD indicates the number of extra hit points the GM adds to the rolled/determined hit points. So a 3+2 HD creature has 3d8 +2 hit points. Asterisks after the HD amount indicate special abilities that would make the creature tougher than one typically expects for its number of hitpoints. This can be level draining abilities or the use of spells. HD is also used in the calculations of experience points for defeating the creature.

No. of Attacks: This is the number of attacks the creature has per combat round. This can include multiple magical attacks or the claw/claw/bite routine common to many animals.

Damage: This the amount of damage the attack does per attack.

Special Attacks & Defenses: Any special attacks and/or special defenses the creature might have will be listed here. Damage and potential saves will also be listed.

Movement: This is how much the creature can move. Special movement will also be indicated.

No. Appearing: This is the amount of the creature that will be typically encountered. Numbers will also be given for encounters in the creature's own lair.

Save As: Typically Monsters save as Fighters of equal HD/level. Some though will save as other classes or as Normal Humans.

Morale: On a score of 1-12, how the monster will typically react. A morale of 12 indicates a fanatic, near-suicidal sort, and 1 or 2 indicates a creature that will never attack unless it has overwhelming odds in its favor. Checks are rolled by the GM on a 2d6.

Horde Class: This is the type of treasure typically encountered with the creature. Note creatures with magic items and are capable of using them, will be using them. The amount, if encountered in the creature's lair is also given. Coins are listed. Gems are listed with a percentage and amount. Magic Items are listed with a percentage and amount.

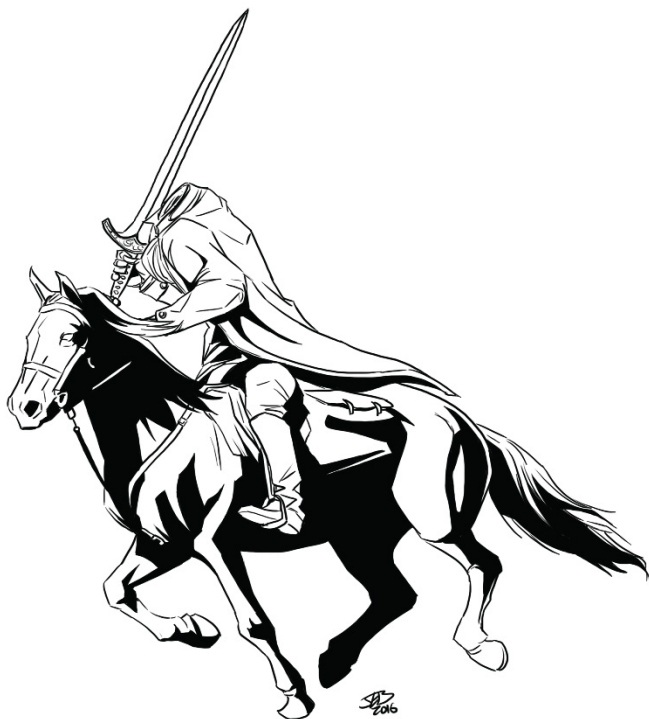
Alignment: The alignment of typical members of this creature type. Variations can occur, but most stick to the Law-Neutral-Chaotic viewpoint.

XP: Is the amount of XP given for typical members of this type of creature. GMs may adjust this up or down as they see fit. XPs are based on average hit points, creature with better than average hp totals should be adjusted accordingly for XP rewards.

Other information will be included in the description of each creature.

Autumnal Rider

No. Enc.: 1 (1)
Alignment: Neutral (good)
Movement: 120' (40') Rider, 240' (80') Mount
Armor Class: 5
Hit Dice: 6d8+2* (29 hp)
Attacks: 3
Damage: 1d6/1d6/1d6
Special: Fear
Saves As: Fighter 6
Morale: 12
Horde Class: None
XP: 940



In the season of harvest festivals, when young lovers compete for the hands of their loved one, the autumnal rider appears to wreak vengeance upon those of ill intent. Those who seek to marry for private gain and who are indifferent to their future spouse's feelings may find an autumnal rider upon their trail!

The autumnal rider is a single creature with two bodies; the horse part and the headless human part. Each possesses the same armor class, and they equally share damage, meaning that regardless of which part is injured, the autumnal rider isn't banished until it loses all its hit points. The horse and headless rider cannot be separated by more than 100 yards: if such happens, the autumnal rider is banished.

The sight of an autumnal rider brings fear into the heart of evil. Any evil creature seeing it must save versus spells (at +2) or flee before it. Even those who save suffer a -

1 to hit against the vengeful spirit. The headless rider can summon up a flaming carved pumpkin every round, throwing it much like an oil flask, albeit dealing less damage (1-3 splash, 1-6 on the first round, 1-4 on the second). The horse can attack with two hooves as a normal horse.

Autumnal riders cannot cross a river except via a bridge, and they can be turned as specials. Good or neutral creatures that interfere with the hunt of an autumnal rider may find themselves targets of its wraith as well. They communicate telepathically at a range of 100 yards.

Beheaded

No. Enc: 1,2 or 4-12 (patrol)
Alignment: Chaotic (evil)
Movement: Fly 120' (40')
Armor Class: 1
Hit Dice: 1d8* (4 hp)
Attacks: 1 (slam)
Damage: 1d4
Special: See below
Saves As: Fighter 1
Morale: 12
Horde Class: XV
XP: 20

A beheaded is a severed head or skull animated as a mindless undead sentinel that silently floats at eye level as it lies in wait for living prey or is sent out into the lands of the living to terrorize everyone it finds. A beheaded set loose near populated areas thumps against doors and windows, biding its time until someone responds to the knocking. The beheaded then assaults this victim with a head butt. Beheaded also guard grim crypts, abattoirs, and hideouts of murderers who like to keep reminders of their past sins close at hand. Beheaded come in many varieties, usually based on the creature the head came from. A beheaded prefers to float at head height so it can more easily attack the face, neck, and shoulders of its victim.



Bogan

No. Enc.: 1d8 (2d6)
Alignment: Chaotic (evil)
Movement: 90' (30')
Armor Class: 6
Hit Dice: 1d8+1* (6 hp)
Attacks: 2 (claws, 1bite)
Damage: 1d4/1d4/1d4 + paralyzation
Special: Undead, paralyzation
Saves As: Fighter 1
Morale: 9
Treasure: None
XP: 21

Bogans are undead goblins that are similar to ghouls. They are uglier than both goblins and ghouls, often described as nothing more than "sharp teeth and rotting flesh." Like ghouls, they can cause paralysis on a successful attack. Elves are also immune to the attacks of a bogan.



Any goblin killed by a bogan or ghoul will rise as a bogan after it is buried.
Bogans are undead and are treated as 2HD creatures.

Demon, Pumpkin Head

No. Enc.: 1 (1d4)
Alignment: Chaotic (evil)
Movement: 90' (30')
Armor Class: 5
Hit Dice: 8d8+8* (44 hp)
Attacks: 2 (claws)
Damage: 1d4/1d4 + fire breath (6d6), fear
Special: Fear aura
Saves As: Fighter 8

Morale: 10
Treasure: None
XP: 2,200

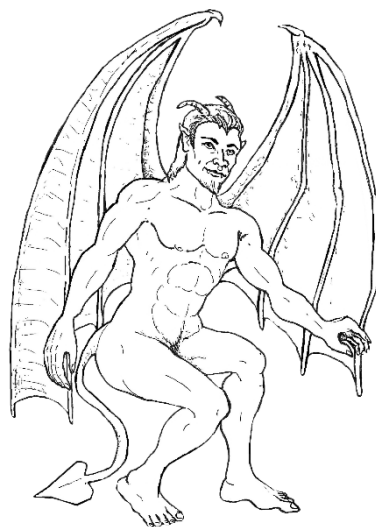
A Pumpkin Headed Demon, or Pumpkin Head for short, is a demon that is either summoned by dark forces or finds its way to inhabit a Pumpkin Golem, Scarecrow, or another such construct. The material the golem was made from is replaced by a crude flesh, but the general shape remains the same.



The Pumpkin Head exists only to kill. It is not mindless, even if its killing spree seems to be. It is surrounded by an aura of fear that acts as the *Cause Fear* spell to a 60' radius. It attacks with its claws, which appear to be made of steel. Once per day, it can breathe fire for 6d6 damage (save vs. Breath Weapon for half). A Pumpkin Head can be turned as "Special."

Devil, Gentleman Caller

No. Enc.: 1 (1)
Alignment: Lawful evil
Movement: 90' (30')
Armor Class: 7
Hit Dice: 9d8 (40 hp)
Attacks: 1
Damage: 1d6 or by weapon type
Special: Charm, Dominate
Saves As: Fighter 8
Morale: 11
Treasure:
XP: 2,400



Similar to the incubus, the Gentleman Caller is a more subtle, and many claim, more evil fiend. The Gentleman Caller is suave, sophisticated, cultured, and very

urbane. He will always be the absolute perfect specimen of the race of the woman (or man) he is tempting to seduce and ultimately damn. He will typically appear as younger than his victim in an attempt to attract her more. His choice is one of the ways he differs from the incubus. Where the incubus will choose nearly anyone in hopes to drain and damn their victims the gentleman caller focuses his attention on the powerful. Powerful queens, sorceresses and high-level witches are his typical targets. Someone that will provide him personal power and the ability to damn and/or damage many, many more. The gentleman caller will tempt his victim into acts of evil. Not necessarily violent acts, but undoubtedly evil ones.

Dragon, Orange

No. Enc.: 1d4 (1d4)
 Alignment: Chaotic (evil)
 Movement: 120' (40')
 Fly: 240' (80')
 Armor Class: 0
 Hit Dice: 9d8* (40 hp)
 Attacks: 3 or 1 (2 claws, 1 bite, or breath)
 Damage: 1d6/1d6/4d6 + breath weapon (smoke and fire),
 Special: Dragon fear
 Saves As: Fighter 10
 Morale: 9
 Horde Class: XV
 XP: 3,600



Habitat: Temperate Forests and Plains
 Probability Asleep: 25%* (75%) (see below)
 Probability of Speech: 40%
 Breath Weapon: 75' long, 50' wide, cloud, smoke and fire
 Spells: First: 4, Second: 3

Orange Dragons are extremely rare dragons. Some sages believe, due to their coloration, that they are the offspring of red and black dragons. They appear as do many black dragons but their coloration is orange to reds. Their horns, claws, and teeth are all black. Their breath weapon, a cloud of firey smoke, leads some to this conclusion. The breath begins as a cone of fire at first but combusts in the air to a cloud of thick, black smoke. They are most active in the autumn of the years, only sleeping 25% of the time, with other times at a 75% chance to be asleep. They are intelligent but evil and somewhat lazy. They are fond of torching crops right before the harvest time and then eating the farmers that come out to put out the flames. The orange dragon can usually be smelled before they are seen by all the smoke they emit.

Golems

These golems can be created by witches or by other spellcasters with access to the proper grimoires or tomes of magic.

Flesh Golem, Awakened

No. Enc.: 1
 Alignment: Chaotic (evil)
 Movement: 90' (30')
 Armor Class: 6
 Hit Dice: 10d8+15* (60 hp)
 Attacks: 2 (fists)
 Damage: 2d8/2d18
 Special: immunity, regeneration
 Saves As: Fighter 12
 Morale: 12
 Treasure: None
 XP: 2,400

The Awakened Golem then is a Golem that has been "Awakened," it has a spark of true life. This is either by accident such as a word or letter is miscoded in a Clay Golem, or the personality of the original body lives on in the Flesh Golem, or animating spirit in the Druther overrides the witch's control, or even the golem becomes the vessel of some spirit of vengeance. Whatever the cause, a living soul is now in possession of a body that it can only see as an abomination.

In most cases, the Awakened Golem will be Chaotic, or at best Neutral. Some rare cases will occur when the awakened Golem will be Lawful.

The changes to the monster will be higher intelligence (at least Average, often more) and blinding hate for whoever created it. The Awakened Golem, even Lawful ones, will be driven to write some perceived wrong. An Awakened Golem might want to kill their creator, or kill everyone. Or it might want to discover the killer of some innocent. Whatever the motivation, it should be tied directly to their origin story.

The Awakened Golem gains HD over their non-awakened counterparts. Better AC and attacks.

Despite their origin and/or appearance, Awakened Golems are not undead. They are still immune to the effects of mind-affecting spells, sleep, charm and hold. They do not need to eat (but might do it out of habit) and can not be healed. Awakened Golems regenerate 2 hp per round, even if reduced below 0hp. Only fire can completely destroy them since they do not regenerate after fire damage.



Pumpkin Golem

No. Enc.: 1
 Alignment: Neutral
 Movement: 90' (30')
 Armor Class: 6
 Hit Dice: 5d8* (22 hp)
 Attacks: 2 (vine whip) + fireball (once per day)
 Damage: 1d6/1d6 + 3d6
 Special: fireball, immunities
 Saves As: Fighter 5
 Morale: 12
 Treasure: None
 XP: 560

The Pumpkin Golem is usually a bit more powerful than a scarecrow but not as powerful as the golems created by priests or mages. Typically, like a scarecrow, these creatures are used to guard the witch's home or garden. If a scarecrow is left in a field to defend there, the pumpkin golem will be closer to the witch's cottage. Likewise, the druther will be guarding inside the home.

Pumpkin golems are immune to any spell that affects the weather. Any spell that has water as an attack (i.e., "Flood of Tears") will heal the golem of all damage. Pumpkin golems only take half damage from fire or fire-based attacks. They take double damage from cold-based attacks.

Wood Golem (Druther)

No. End.: 1 (1-3 in lair)
 Alignment: Neutral
 Movement: 60' (20')
 Armor Class: 2
 Hit Dice: 9d8* (40 hp)
 Attacks: 2 (fists)
 Damage: 2d6/2d6
 Special: Immune to piercing, water, and cold-based attacks. Double damage from fire-based attacks
 Saves As: Fighter 9
 Morale: 12
 Treasure: None
 XP: 1,140

A Druther is a type of wood golem that can only be created by a witch. The name comes from an old piece of doggerel often muttered by witches,

*"If I really had my druthers,
 I'd have my wooden druthers too."*

A "Wooden Druther" is a corrupt form of "wouldn't I'd rather", or something the witch doesn't want. So the Wooden Druther performs tasks that the witch would rather not do herself.

The druther can understand simple command phrases of about 15 words each. Typically druthers are used for menial labor or to perform a task that the witch can not do or won't do herself, like killing or scaring an enemy. Often a witch will have a few druthers protecting her home while disguised as trees (Wisdom check at -2 to notice).

A druther cannot communicate at all. Some witches have used woody reeds in the construction of their druthers. When the wind blows across the druther, it sounds like a deep bassoon.

Druthers can appear in any form. Usually, they are biped and always made of wood. The wood can be carved or a collection of sticks tied together. The appendages need to be attached separately if the druther is to move at all. They can be precisely carved to appear as anything the witch wants, but they typically look like walking bunches of sticks. Legend has it that there was a witch that had such beautifully carved druthers that they were often mistaken for wood nymphs.

Treants, dryads, and wood nymphs view a druther, in the same manner, a human views the undead or a flesh golem. Most will attempt to destroy them when they can. Some witches and wizards value the wood from an inanimate druther to use to make magical fires.

A druther is mindless in combat. It strikes with its wood fists with almost no regard to what else is going on.

As a construct, a Druther is immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Arrows or other piercing items, such as spears or thrust daggers, only do 1 point of damage per hit. Water-based attacks have no effect on the druther whatsoever. Fire-based attacks always do double damage. Cold based attacks do no damage.

Hags

Hags are evil monsters related to both faeries and to the friends of the lower planes. They all appear as exceptionally ugly and foul old women. They are typically stronger than they appear and all can cast witch spells. Hags can work together to form more powerful magic but they often despise each other. The enmity and hatred between hags is the fiercest between Mountain and Storm Hags, who often are found in similar locales.

Hag, Mountain (Yama-uba)

No. Enc.: 1 (1d3)
Alignment: Chaotic (evil)
Movement: 60' (20') / 120' (40')
Armor Class: 5
Hit Dice: 10d8+10* (54 hp)
Attacks: 2 claws + 1 bite
Damage: 1d8/1d8/1d6
Special: Charm, Dance, Shape Change, Spell use
Saves As: Witch 10
Morale: 11
Horde Class: 1d12 Gems (1d10x10 gps each)
XP: 2,400

Yama-uba is a large creature related to the common hags and the night hag. She has two forms that are her most often used. The first and the one that many claim is her true form is that of a grossly bloated hag. Her hair is black and wiry, and her skin is molted and yellow from disease. Open sores cover her skin, and her breath is foul. Due to her size her movement is slowed. Her second form, Yamanba, is more appealing and very attractive. Her skin is dark, almost blue or violet, and her hair varies from light blonde to platinum. In this form she moves twice as fast. She can't remain in this form as it not her true form. In both forms, the Yama-uba favors red dresses.

The Yama-uba is a cannibalistic monster that prefers to eat small children, but like many hags she has been known to care for children that evil parents have left to die.

The Yama-uba can cast any charm-like witch spell as a 10th level witch. She will typically augment this with dance, which in her Yamanba form will provide a -2 penalty to any save vs charm.

Yama-uba, despite their appearance and diet, are often sought out for magical advice. If the Yama-uba so decides she can grant as many boons as she likes. Typically this takes the shape of either knowledge or a +1 to hit, damage and saves for 24 hours. She can also just decide to eat anyone that walks into her land.

Hag, Storm

No. Enc.: 1 (3 coven)
Alignment: Chaotic (evil)
Movement: 120' (40')
Armor Class: 1
Hit Dice: 10d8* (45 hp)
Attacks: 3 1 (2 claws, 1 bite, + electrical attack)
Damage: 1d4+1/1d4+1/1d8 + 1d8
Special: Electrical attacks, immune to electricity
Saves As: Fighter 10
Morale: 10
Horde Class: XVI
XP: 2,400

When the clouds turn gray, and the winds pick up into a howl, wise travelers pray that the cause is only a natural tempest and not a storm hag. A storm hag resembles an old woman with a thundercloud of grey-white hair. Her mouth hangs open, revealing thin pointed teeth with small arcs of electricity jumping across them. Black talons sprout from her fingertips, likewise crackling with electricity.



This is similar to a shocking grasp, causing all her attacks to do an additional 1-8 electrical damage. While storm hags generally use their bite and claws, they can wield weapons, and if using a metal one, that additional 1-8 damage also applies.

Storm hags have several spell-like abilities (as a 10th level witch): they may cast gust of wind at will; lighting bolt, ice storm, and invisibility 3 times per day; and control winds once per day

Other than their electrical nature, storm hags are typical hags and will sometimes be found in covens.

They enjoy being evil and eating children and other small helpless prey. They can track children as per a 10th level ranger.

A storm hag weighs 70 pounds and stands around 4 feet tall, though if she stood up straight, she could easily reach 5 feet.

Hellcat

No. Enc.: 1d4 (1d6)

Alignment: Chaotic (evil)

Movement: 120' (40')

Armor Class: 4 (2 in dim light, 0 in sunlight)

Hit Dice: 9d8* (36 hp)

Attacks: 3 (2 claws, 1 bite)

Damage: 1d6/1d6/2d6

Special: Invisible

Saves As: Fighter 9

Morale: 6

Horde Class: Nil

XP: 2,400



Hellcats appear as normal if much larger, more feral and semi-invisible, cats.

The hellcat is a devious predator native to the fiery pits of Hell. While the Hellcat is not a devil itself, it often acts as a guardian for devils. Some might assume that hellcats serve devils as pets, but since hellcats are as intelligent as humans, they take offense to the idea that they might be anyone's pet.

In bright light, a hellcat has natural invisibility. In normal light, a hellcat has partial concealment (20% miss chance). In dim light, it has no concealment. In darkness, a hellcat's flickering glow limits it to partial concealment, unless the darkness is magical in nature.

Though incapable of speech themselves, hellcats understand the Infernal tongue of their home plane and can communicate by telepathy with any creature capable of speech. Hellcats are quick to retreat if they are clearly over-matched or up against foes they cannot reach, but they never forget prey that escapes them, and will often track potential victims and try to lead allies (including other hellcats) to them in order to make coordinated attacks or ambushes.

Jack O'Lantern

No. Enc.: 1d6

Alignment: Chaotic (evil)

Movement: Fly 90' (30')

Armor Class: 4

Hit Dice: 3d8* (13 hp)

No. of Attacks: 1 breath

Damage: 2d6 fire

Saves As: Magic-User 3

Morale: 9

Horde Class: None

XP: 175

A Jack O'Lantern is a strange sentient pumpkin or other such squash or gourd-type fruits with a lit candle inside it. That it was created by a mad wizard or witch is obvious. Each individual jack o' lantern has a distinctive personality that is generally mirrored by the expressions of its carved face. It is always encountered within a mile or two of the pumpkin patch where it originally grew, and it is able to fly. When a jack o' lantern is at rest or otherwise inert, one cannot tell it apart from normal vegetation of its type; each can close its carved eyes, mouth, and any other apertures and appear entirely ordinary. A jack o' lantern can project fire from its openings; this breath weapon is in the form of a cone five feet wide at the base with a range of five feet in front of the creature.



Kikimora

No. Enc.: 1 per house (0)
Alignment: Neutral
Movement: 180' (60')
Armor Class: 6
Hit Dice: 2d8+2** (10 hp)
Attacks: 2 claws
Damage: 1d3/1d3
Special: Witch spells
Saves As: Witch 3
Morale: 9
Treasure: III
XP: 59

The Kikimora is a house fae distantly related to brownies, sprites, and, some say, hags. The kikimora certainly looks like a small hag creature. It stands 1½' to 2' tall and dresses in the garb of a peasant woman. Her face is brown and wrinkled, giving the impression of actually being a shrunken apple. Her nose is abnormally long and gives the appearance of a beak. Her feet, when visible, are those of a chicken. She carries a broom with her and sweeps wherever she goes.

Kikimora is naturally shy and prefers not to attack. She will attack animals if they bother her and humanoids if cornered. If ignored she will perform small chores around the house. Sweeping, mending clothes, and quieting crying babies at night so parents can sleep. If a household suspects they have a kikimora they can appease it by leaving out a bowl of warm milk sweetened with honey. Though other sages claim the best way to keep one is to also leave out strong spirits (such a vodka or brandy) and cigars out on holidays. The kikimora will sleep the next day (having drunk all the spirits), but this ensures the family protection and service till the next holiday.

If discovered and acknowledged with anything other than milk, she will break dishes, pinch babies in the night and cause nightmares in children by whispering in their ears.

A kikimora will prevent a house from becoming the home to a brownie, boggart, poltergeist, or a bloody bones.

A kikimora can also cast spells as if she were a 2nd level witch.

Meowls

No. Enc.: 1 (1d3)
Alignment: Neutral
Movement: 90' (30')
Fly 180' (60')
Armor Class: 5
Hit Dice: 1d8
Attacks: 3 (claw/claw/bite)
Damage: 1d2/1d2/1d4
Save: Fighter 1
Morale: 10

Hoard Class: NA

XP: 100

Meowls are a magical crossbreed. Often thought to be the same sort of deranged arcane experiments that gave us the owlbear, the results of this experiment are less malign. Meowls are a crossbreed of cats and owls.



Meowls have the senses of both cats and birds with slightly higher intelligence than either.

These creatures make for good animal companions and even better familiars. Any wizard or witch can gain a meowl on a result of "Special" on their Find Familiar rolls. Where an Imp or Quasit would be chosen for an evil spellcaster, a Neutral one can choose a Meowl.

Pumpkin spice witches gain meowls as familiars as part of their normal familiar rolls.

Scarecrow, Guardian

No. Enc.: 1 (1)
Alignment: Neutral
Movement: 20' (60')
Armor Class: 9
Hit Dice: 3d8 (13 hp)
Attacks: 1 (slam) + Paralyzing Gaze
Damage: 1d6
Save: F3
Morale: 12
Hoard Class: None
XP: 65

Scarecrows are basic guardians similar to druthers, but not nearly as powerful. Like mundane scarecrows, their bodies

are made of straw and cloth. They stumble clumsily about their assigned area and attack most anything that wanders through it. Some scarecrows are bound to a post and use their paralyzing (fear) gaze to imprison any trespassers. Scarecrows are assigned to protect a particular area. They never leave the area, even when chasing an intruder. They will attack anything humanoid or animal-like in appearance that walks into its territory unless otherwise instructed by their creator.

Paralyzing Gaze: Anyone that meets the gaze of a scarecrow must make a saving throw vs. paralysis or be paralyzed for 1d4+1 rounds.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Fire Vulnerability: Because of their straw bodies, Scarecrow Guardians are extremely vulnerable to attacks from fire. They take double damage from all fire attacks. In addition, a scarecrow guardian will catch fire easily after any attack that would normally ignite mundane items. A scarecrow on fire receives 2d6 damage each round (do not double this damage).

Skeleton, Bloody Bones

No. Enc.: 1d4 (1d6)
 Alignment: Chaotic (evil)
 Movement: 90' (30')
 Armor Class: 6
 Hit Dice: 4d8*
 Attacks: 2 claws
 Damage: 1d6/1d6
 Save: F4
 Morale: 12
 Hoard Class: None
 XP: 200

Bloody bones are the remains of particularly evil people that have died a violent death. While evil in life, they were not powerful enough to come back to unlife as a ghoul or wight. They appear to be animated skeletons covered with bits of still bloody flesh. Unlike undead skeletons these monsters are free-willed and continue lust for evil.

Bloody Bones usually haunt the place of their death, which include a home they owned in life. They remain in these houses when new owners take up residence. A bloody bones attacks until destroyed. Bloody bones are undead, and a cleric may turn them. Like other undead, they are unaffected by charm or sleep spells.



Skeleton, Lightning

No. Enc.: 2d4 (2d8)
 Alignment: Chaotic (evil)
 Movement: 120' (40')
 Armor Class: 5
 Hit Dice: 3d8*
 Attacks: 2 + Special
 Damage: 1d6/1d6 + 2d6
 Save: F3
 Morale: 12
 Hoard Class: None
 XP: 100

Lightning skeletons are created when strong elemental forces animate skeletons instead of necromantic ones. They appear to be undead skeletons, but there are noticeable differences. The lightning skeleton is faster than an undead skeleton and has an extra attack. There is also electrical discharge, all coming from the skeleton. While these creatures are not alive, they are not undead either. The powers that animate them are elemental. Thus they can not be turned by a cleric. They can, however, be turned by druid as if they were the same level as a cleric turning a 4 HD creature. When a lightning skeleton is destroyed via combat (but not by turning), they will explode into a ball of lightning, causing 2d6 hp of damage (save vs. Death for half) to all within 30 ft of them.

Like other skeletons, they are unaffected by charm or sleep spells.

Tabooga

No. Enc.: 0 (1)
Alignment: Chaotic (evil)
Movement: 60' (20')
Armor Class: 3
Hit Dice: 11d8* (50 hp)
Attacks: 2 blows
Damage: 2d6/2d6
Special: Unique kill
Saves As: Fighter 11
Morale: 12
Treasure: Nil
XP: 2,800

The demonic monster known as a Tabooga is the cursed soul of a murderer who returned from the dead. The first tabooga was buried within the trunk of a tree, believing that the spirit of the tree would prevent the murderer from coming back. However, the demonic influences on the tree caused it to return as a twisted mockery of both human and tree. No longer fully human, plant, or undead, the monster is now demonically driven to commit more murders starting with the ones that condemned it to death.



Tabooga attack with two slam attacks. It will attack until its chosen victims are dead. Usually, nothing but fire will prevent it from pursuing or attacking its victims.

Some tabooga have a unique kill. Some can only be killed by using the same knife, sword, or ax that initially condemned them to death. Others may be killed normally via fire or holy damage.

Vampire, Children of Twilight

No. Enc.: 1d2 (1d8)
Alignment: Neutral 50% Chaotic (evil) 50%
Movement: 180' (60')
Armor Class: 0
Hit Dice: 9
Attacks: 2 (claw, see below)
Damage: 1d6+6/1d6+6, drain constitution
Save: F9
Morale: 11
Hoard Class: XVII
XP: 8,000



The vampire is one of the most dreaded undead. Twilight's Children, though, are less terrifying to behold but still powerful undead creatures. Twilight's Children share many of the same strengths that weaknesses as the common vampire. They are strong (they have strength scores of 21), undead, immune to mind-affecting spells such as sleep, hold, and charm. They are also immune to having their minds read. Twilight Children also cannot enter personal dwellings without an invitation and are barred from holy ground. In particular they are prohibited from Druid's groves and any Witch's covenstead.

Twilight Children cannot change to bats, animals, or mist. Nor can they summon animals of any sort. They avoid direct sunlight but are not harmed by it. Mirrors, holy

symbols, and direct sunlight will keep them at bay because when presented with them they reveal what they truly are, reanimated corpses. A stake through the heart will kill them, but decapitation is always best.

The biggest weakness of the Twilight Children is a general malaise. As they age, they become less and less interested in the world around them. This manifests as a flat affect; they never show emotions because they longer have them. As they continue after 100 years or so their alignments even drift to Neutrality. Eventually they also lose the desire to feed and waste away to nothing. A Child of Twilight will rarely be more than 200 years old.

The Children of Twilight attack via claw, but their bite attack is reserved for when they are feeding.

They drain blood to feed, but usually only once per week. When they feed, they must consume at least 3 points of constitution from a victim. This can be spread out over many victims over a feeding period. A Child of Twilight can live among humans for years and never be suspected of anything save for being a recluse. Children of Twilight can be turned as 9 HD undead.

Web Witch

	Human Form	Spider Form
No. Enc.:	1	1
Alignment:	Chaotic (Evil)	Chaotic (Evil)
Movement:	30'	20' Web 40'
Armor Class:	8	5
Hit Dice:	3d8*+2 (15 hp)	3d8*+12 (25 hp)
Attacks:	1 poison dagger	1 bite
Damage:	1d6 + Poison	2d6 + Poison
Special:	Magic, see below	Invisibility
Save As:	Witch 3	Fighter 3
Morale:	8	10
Hoard Class:	Special	Special
XP:	160	185

The web witch is a female humanoid that can also take the form of a huge spider. Not a lycanthrope, the web witch can shift between forms once per round as often as she likes. In her human form, she appears as a smallish woman (possibly of elf decent) with ashen skin, long white hair, and eyes with a reddish tinge. She will typically wear a long black dress or gown that appears to be made of silk. It is, but her own spider silk. When in human form she can be mistaken for a vampire. Despite the ability to use witch magic a web witch cannot form a coven with other web witches. Though it is speculated that she may be able to do so with other witches and/or hags.

In her human form, she can use magic as a 2nd level witch including the use of magic items usable by a witch. GMs should pick out which spells the web witch has access to. In her spider form she appears as a huge white spider with red eyes. When sitting in her web she can make herself and the web invisible until touched. The web itself is made up of stick long black strands of spider silk. The web witch can move about in spider form invisible as per the *invisibility* spell. She can speak in this form, but not use magic.



A favored tactic of the web witch is to pretend to be a damsel in distress and lead a party of adventurers into her maze of webs where she can shift form and feed on them. She will keep any treasures she can find, including magic items, but items such as swords, armor, or other weapons she will discard, magical or not.

Once per year a web witch will capture a humanoid male for breeding. Three months later, she will lay a clutch of eggs. She injects a different poison into the male to paralyze him and place the clutch in his mouth. After one month the clutch will hatch, and 10-100 (10d10) baby web witches will devour the male from the inside out. The hungry web witches will then turn on each other til only about dozen survive (2d6). They will reach maturity in one year and transform into their human shape for the first time.

The silk of a web witch is much prized by wizards as a superior ingredient for their web spells. Creatures need to

have a Strength of 15 or higher or be 6 HD or higher to break free.

The venom of the web witch is also valued.

There is no known relationship between the web witch and the fabled Queen of Spiders or the Dark Elves.

There are rumors of more powerful web witches that can use even greater witch magic.

Zugarramurdi Brujas

No. Enc.: 1 (1d4)

Alignment: Chaotic

Movement: 90' (30')

Armor Class: 2

Hit Dice: 10+5*** (50 hp)

Attacks: 3 (claw/claw/bite)

Damage: 1d4/1d4/1d6

Special: Wisdom & Charisma drain

Save: W 10

Morale: 10

Hoard Class: XVII

XP: 2,600

The Zugarramurdi Brujas are undead witches that are believed to have come from the village of Zugarramurdi, Spain. Zugarramurdi was the scene of a huge witch trial in the 17th century. It was believed that these witches sold their souls to a devil named Akerbeltz. He gave them magical powers, silver, and a toad familiar. When alive they had power over animals and members of the opposite sex. It was believed that these witches could also spit poison. To maintain their power they had to sacrifice children on the night of the Summer Solstice.

Some of the accused died before they saw trial, but many of the witches were tried and executed. Their remains, which could not be buried in hallowed ground, were tossed into a cave where the witches used to meet; Cuevas de las Brujas ("Cave of the Witches").

It is said they returned from the dead on the next Summer Solstice.

The term now is used to refer to any witch that comes back from the dead due to improper burial. As an undead creature, they are more powerful than they were in life, though most of their spellcasting ability is diminished.

They attack with a claw/claw/bite routine as their primary form of attack. On a successful critical hit (natural 20) on any attack, they also drain 1 point of Wisdom and 1 point of Charisma from their victims. Any victim reduced

to 0 in either ability will become a zombie under control of the Zugarramurdi Bruja, who killed it.

They also are surprised only on a 1 in 6.

They also cast the following spells as a 10th level witch: Bewitch III, Charm, ESP, Eyebite, Greater Command, Shriek, Withering Touch, and Undead Enslavement.



Zugarramurdi Brujas are vulnerable to silver, magic weapons, and holy items. Holy water does 1d8 hp of damage to them. They can be turned by a good cleric as if they were vampires. A lawful witch can also turn these creatures as if she were a cleric of the same level, such is their abomination of all things the lawful witch holds sacred. Like a vampire, these creatures cannot enter into a personal dwelling unless they are granted permission, nor can they ever enter hallowed ground, such as a place of lawful worship or a graveyard. Doing so causes them 1d8 hp damage per round.

PART 6: MAGIC ITEMS

Circe's wand, Baba Yaga's Dancing Hut, Cerwedden's Cauldron, and Hathor's Mirror. All are magical items of renown, and all have something to do with witches. Magic items are as much a part of witch's history and myth as spells.

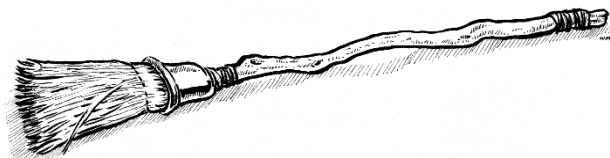
Witches may use any magic items that are usable by arcane spellcasters such as magic-users and illusionists. Certain magic items should be lessened in effect when used by a witch, such as magic items created by another witch and items that oppose the witch's religion like a sphere of continual light made by a witch of Hecate.

Other magic items should improve under the witch's use. Most notable are Brooms of Flying and many types of potions and wands. Items that have a sympathetic nature would also be improved by the witch's use. In deciding which items are at a minus and which are at a plus, keep in mind the witch's coven, motives, deity, and campaign. Also try to keep the relative power balanced.

Listed below are new magic items that are either usable by witches or items created by witches. Unless specified, the items may be used by any appropriate class.

Brooms

No items are more associated with the witch than the broom or besom. Brooms are typically made from hazelwood with the bristles made birch twigs or other thatch.



Broom of Flying, Greater: This broom is in all respects the same as a Broom of Flying, save it can carry a total of 500lbs.

Broom of Flying, Speed: This broom is designed for speed and maneuverability. It can fly at twice the speed of normal Broom of Flying and has a maneuverability of perfect. Otherwise, it is the same as a normal Broom of Flying.

Broom of Protection, Threshold: This broom also appears as a normal broom. Its magic is evident when placed across a door as a bar or propped up against a door to hold it closed. Once so placed, the door

cannot be opened save via magic. If placed across a threshold where there is no door, then no one can pass through also save via magic or by making a saving throw.

Broom Staff: This staff is made of hazel and birch and appears to be a normal staff. On a command word (typically "fly") the staff becomes a Broom of Flying. Rarer staffs mimic the powers of other magic brooms.

Cauldrons

With the possible exception of the broom, few items are more closely related to the witch as the cauldron. Cauldrons come in all shapes and sizes, from small ones used to brew or distill one potion to true huge ones that can hold three people comfortably.



Cauldrons are usually round, made of iron, and covered in black pitch. They often have runes or other symbols of power engraved in them. Used for both ritual and mundane tasks, the cauldron is associated with the element of water. Cauldron of Brewing: Prized by witches is the fabled cauldron of brewing. A cauldron of brewing resembles a finely made cooking pot. The cauldron is capable of heating any liquid placed in it to an exact temperature and maintaining it indefinitely.

Cauldron of the Dead: This heavy cauldron of dark iron is large enough to accommodate a Medium-sized creature. When filled with a mixture of water and rare herbs, the cauldron transforms any dead body placed in it into a zombie or skeleton per the animate dead spell (the user chooses whether or not a zombie or skeleton is created from an intact corpse). Each corpse animated uses up 50 gp in materials, and the cauldron can animate a corpse in one round. The user of the cauldron commands the undead so created, up to 2 HD per character level, any further undead created over this

limit is under the owner's control, but previously created undead are freed.

Cauldron of Flying: This iron pot is large enough for two Medium-sized humanoids to stand in comfortably. Upon command, the cauldron and up to 500 pounds of additional weight can fly through per the spell with an unlimited duration. The cauldron moves under the direction of the person who spoke the command word or phrase to activate it. The cauldron provides half cover for anyone standing in it. It has an AC of 2 and 60 hit points.

Cauldron of Plenty: This enchanted iron cauldron can produce nourishing, simple fare sufficient to feed up to thirty-six people per day upon command. Once per week, it can also be commanded to create food and drink as per the spell for up to twenty-four people. The cauldron needs neither fire nor ingredients to produce food, it does so instantly upon command.

Masks

Masks are ancient magical items. Believed to have been first created by shamans, the proto-magic using class that gave us clerics, druids, and witches. Witches still create these masks, and some druids and magic-users have also learned this craft.

Typically a mask must be worn over the face to cover eyes nose and mouth. Some only cover the upper part of the face, and others still cover the entire head.

Mask of Animal Shape: This mask allows the wearer to shapeshift into one type of animal once per day. The mask of any large animal of 4 to 7 HD may be encountered. The mask is a stylized version of the animal head in question. To shift into that type of animal the user needs to don the mask and speak the word of command. The wearer retains their intelligence score, but all physical attacks and abilities are the same as the animal type. Spellcasters may not cast spells while in animal form.

d12	Mask Type
1-2	Bear
3	Boar
4-5	Cat, Large (Panther, Lion Tiger)
6	Crocodile
7	Lizard, Giant
8	Owl, Giant
9	Tarantula, Giant
10-11	Wolf, Dire
12	Roll again, but the mask is Cursed*

Less than 10% of these masks are actually cursed by an evil witch or dark druid. Once put on, the wearer loses their Intelligence score and becomes the animal the mask depicts. Only a Remove Curse, Hocus Pocus, Limited Wish or Wish spell can remove a cursed mask.

Mask, Beauty: While worn, this mask transforms the wearer into an idealized version of beauty. The wearer of the mask of beauty gains a +3 bonus to Charisma in regards to reaction rolls and hirelings, but not on XP bonuses for witches.

Mask, Cat: This mask appears to be a cat-like face that covers the eyes, nose, and upper lip of the wearer. Once worn for in the hour before it grants the wearer the ability to see in the dark as if it were low light and low light as if it were bright light. The mask also gives the user a +15% to move silently and a +10% to hide in shadows.

Mask, Death: This mask is the visage of a skull or corpse. Once per day, the wearer can cast *Finger of Death*. Doing so is considered a chaotic act. If the wearer is killed with the mask on they can not be raised from the dead or resurrected. They will rise the next night as a wight.



Mask, Desire: This mask transforms its wearer into a vision of beauty and grace. It does not actually change the wearer (as with a shape change or similar spell), but alters viewers' perceptions instead, causing them to ignore any physical imperfections of the wearer.

When worn, the mask of desire grants the wearer a +3 bonus to Charisma and affects all observers in the same fashion as a *suggestion* spell, applying to up to 9 HD. Those who fail their saving throws vs. Petrification against the mask's effects can take no offensive action against the wearer and will attempt to stop any aggressive actions staged against her by others.

Mask, Green Man: This mask allows the wearer to summon common animals as per *Summon Animals I* three times per day or *Summon Sylvan Beings* as per the spell, once per day. They also gain +1 on all charisma and morale checks in regards to fae creatures. The mask appears to be made of wood, stained green with branches growing from the mask that look like antlers.

Mask, Hunter: This wooden mask is carved to resemble a face made up of curling leaves with a pair of deer antlers sprouting from its forehead. While worn, the mask of the hunter grants +25% enhancement bonus on all Hide in Shadows and Move Silently checks while outside in a natural setting.



Mask, Masquerade: This mask appears to be a fancy dress masquerade mask. When worn, it allows the wearer to go unnoticed. They are not invisible, they are just ignored. Unless the wearer does something to draw attention to themselves, such as attacking, they are effectively invisible. If someone is looking for the wearer then they are allowed a saving throw vs. spells.

Mask, Medusa: This intricate mask is made of gold-plated iron. Writhing snake tails radiate from a gemstone upon the brow, almost as if they were medusa-like hair. The mask grants a +3 bonus on all saving throws against visual effects, including gaze attacks and sight-based illusions. Once per day, the wearer can cause the central gemstone to glow with pale green light, at which point she may target any one creature within 30 feet. The targeted creature must succeed at a Petrification Saving Throw or be petrified for 1 minute, as if by *flesh to stone*.

Mask, Mirror: This smooth mask makes the wearer immune to gaze attacks and will reflect any gaze attack back on to the creature (or user in the case of a Medusa Mask). They are allowed a saving throw vs their own Petrification.

Mask, Plague: This stylized bird mask consists of a pair of goggles attached to a ceramic beak that covers the nose and mouth.

The goggles are not magic and can be replaced with other goggles or eye slot items. It grants the wearer a +3 bonus on saving throws against disease. Once per day on command, the user can *remove disease* (as the spell) on a single creature touched.

Mask, Ritual: These highly prized masks allow the witch to cast one Ritual spell per day as if she were joined by other witches. It said that these masks belong to once-powerful Witch Queens, and some of their spirits live on. For rituals that use additive levels of all witch this mask is treated as a 1st level witch.

Mask, Sleep: This appears to be any sort of mask, but once donned it will put the wearer into a deep sleep. A remove curse (or similar magic) must be cast to remove the mask. Once removed the victim will awaken.

Potions

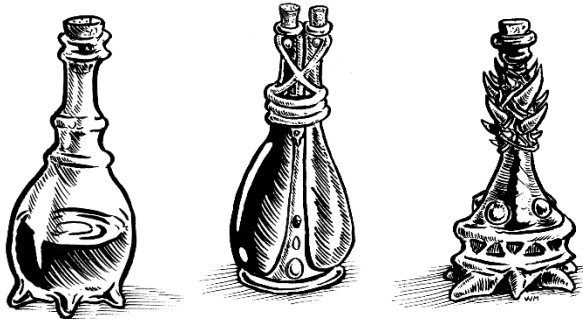
The brewing, distilling, and preparation of potions have long been associated with witches and witchcraft. Witches may use their alchemical skills to create a variety of potions. Not every potion is quaffed, and this is specifically true for potions made by witches. Some are applied to the area that needs to be affected.

Oils, balms or poultices, should never be consumed. Powders and potions burned off in a special crucible are applied dry or mixed with a liquid. Careful research means the difference between a useful potion and an upset stomach, or worse.

Beauty Cream: When this ointment is applied to the face and body, the subject becomes a particularly handsome or beautiful member of his or her species. This grants a +2 bonus to any Charisma-based rolls where appropriate. The effects of one treatment last for 8 hours.

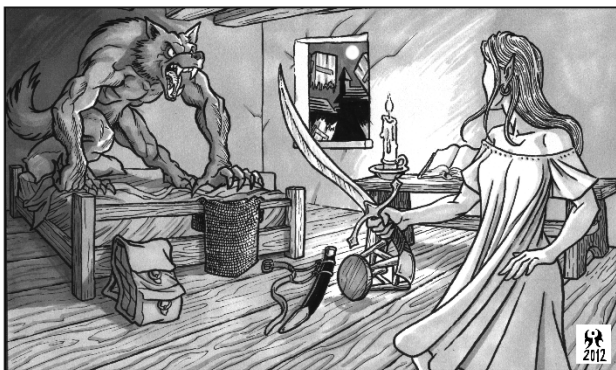
Calming: A dose of this potion calms and soothes an agitated creature. The drinker can make a Poison saving throw to resist the potion's effects. Otherwise, the creature is affected per a *calm emotions* for one minute (10 rounds), after that, it may act normally.

Concentration: This potion focuses the mind and calms the spirit. The drinker gains a +5 bonus on Wisdom checks for 1 hour.



Pumpkin Spice Potion: This potion, long favored by Pumpkin Spice Witches, acts a potion of invigoration. When drank the witch can improve her move by 25%, and she can add an extra attack or spell action at the end of her fourth combat round. She also adds 1d4+2 temporary hit points to her total. These can take her above her maximum amount. The potion has a duration of three hours. After that, she loses her temporary hit points and must go last on her next initiative.

Werewolf Potion: Prepared by witches this potion will temporarily turn the imbiber into a werewolf as per the creature listing for Werewolf. Once drank the potion will last 1d4+1 rounds. A full 5% of these potions will also confer permanent lycanthropy as the curse.



Youth: This treasured potion removes a year from the drinker's physical age. This removes penalties from aging while leaving bonuses untouched. The drinker must make a successful Potions saving throw for the potion to take effect. Otherwise, there is no effect. A failed saving throw also undoes the effects of any and all potions of youth that the creature has consumed, causing it to

return rapidly to its true physical age. If this amount exceeds the creature's normal lifespan, it dies. If it exceeds that amount by more than five years, it instantly crumbles to dust as well.

Teas

"You can find a witch just by figuring out who is drinking the most tea in the village."

- Halfling saying

Teas are used by witches in the same way potions are created and used by magic-users. When found the tea will be in the form of dried leaves. To activate the tea one must steep the leaves in boiling water. Teas can be combined with incense and other potions for added effects. Mixing teas, though, will result in an inert, and even worse, a foul-tasting liquid.

Awareness: Almost always black or ginger tea. This tea will provide a +1 to any Wisdom-based roll (saves, skills, or checks) for 1 hour after drinking. Higher-level witches can brew stronger brews adding 10 mins per their own level for others that drink it. The witch herself builds up a tolerance to the brew effects and only gains 1 hour regardless of level. This tea may only be drank once per two days.



Calming: Made with an herbal tea, this tea will remove the effects of a fear spell or similar condition. It will also contract the effects of a haste spell or potion and that of an Energizing or Enervating tea.

Contemplative: Made with a green tea, this brew will remove the effects of a charm spell or other similar magic.

Note: the Witch must be 5th level to brew this tea.

Energizing: Almost always a black tea. This tea will provide a +1 to any Strength-based roll (saves, skills, or checks) for 1 hour after drinking. Higher-level witches can brew stronger brews adding 10 mins per their own level for others that drink it. The witch herself builds up a tolerance to the brew effects and only gains 1 hour regardless of level. This tea may only be drank once every two days.

Invigorating: Almost always a black tea. This tea will provide a +1 to any Constitution-based roll (saves, skills, or checks) for 1 hour after drinking. Higher-level witches can brew stronger brews adding 10 mins per their own level for others that drink it. The witch herself builds up a tolerance to the brew effects and only gains 1 hour regardless of level. This tea may only be drank once per two days.

Fortune Telling: This is one of the more common tea rituals performed. Once the tea is drunk the witch looks into the cup to see what message the tea leaves can give her. This will function as a Divination spell where one question is asked, "What does the future hold?"

Note: A witch needs to be 5th level or higher to complete this ritual.

Friendship: This tea makes the participants more inclined towards each other. Not a charm, but a sense of companionship and friendship. Everyone is treated as if they had a +1 to Charisma rolls with respect to each other.

Healing: This tea usually begins as a simple black or green tea. The recipient is healed of 1d4 hp of damage.

Kitchen Witchery: Sometimes called "utility tea," this helps the witch in preparation of other potions or crafting magics. The witch may add +1 or +5% to her rolls for success.

Quiet: This tea relaxes the witch, so she is not disturbed by outside noises. She has excellent concentration and can get a full 8 hours of sleep in 6 hours (or 6 hours in 4.5) but will always be surprised if attacked in this period (8 or 6 hours).

Third Eye Tea: This opens the witch's third eye and allows her to be better at scrying. Giving her a +1 or +5% to any roll she needs.

Witch's Tea: No special powers. It just tastes really, really good.

Miscellaneous Magic Items

Air Scarf: The patterns on this silk scarf are made to resemble gently swirling winds. When the scarf is worn, the wearer may as an immediate action wrap the scarf around her mouth and nose. Once covered, she notices the air that flows to her is cleaner and clearer than normal. While the scarf covers her mouth and nose, she is immune to poison gases, smoke, and airborne diseases.



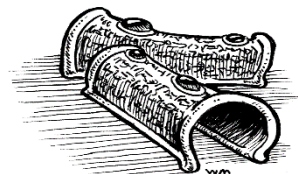
Bad Hair Day Hat: This witch's hat is both stylish, practical, and magical. Regardless of how the witch actually appears this hat makes her look like she is well-coiffed and ready for whatever the day needs of her. Her subjective charisma is raised by 1 point, and she gains a +1 to any roll that requires Charisma.



Blanket of Healing: This functions much like the spell of the same name. The afflicted must sleep wrapped in this blanket for 8 hours to have the effects of a Heal and Cure Disease spells cast on them.

Bracers of Protection: These ornate bracers are often sought after by spellcasters of all sorts. They improve their armor class by +1 (50%) +2 (35%) or +3 (15%). They can be worn with other devices of protection, and they do not impede spell casting. Rare sets (5% of all) will also provide the same bonus to saving throws.

Note: These bracers cannot be worn at the same time with Bracers of Armor.



Charm Bracelet: This silver chain is worn on the wrist and has a number of metal charms attached. The number of charms, 1 to 4, indicates the level of protection the bracelet will provide. So 1 charm is +1 to AC and Saves, 2 charms are +2 to AC and Saves, and so on.



Charm Bracelet, Luck: This silver chain appears to be a charm bracelet, but instead of providing protection directly it provides a +1 to any one roll. The number of times it can be used in a day is indicated by the number of charms, 1d6. The luck bonus must be announced before the roll is made. It may only provide a single +1 bonus per use.

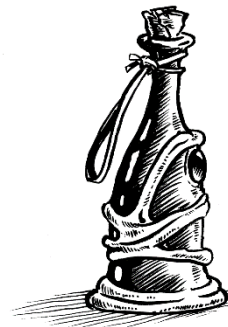
Earrings of Timeless Beauty: These earrings are usually very elegant and decorated. The wearer of these earrings is granted a +6 bonus to seduction rolls (based on Charisma), and a +2 bonus to all other charisma based rolls.

Manual of Druthers: A druther is a special type of wooden golem that a witch can create. The druther costs about 1,000 GP to create and can take any form as long as it is all wood. The druther can be carved from wood, or it can be made of wooden twigs and boards attached together. Creation time takes one month.

Once the druther is finished, the writing fades, and the book is consumed in flames. When the ashes of the manual are sprinkled upon the druther, the figure becomes fully animated. The creator of the druther needs to be a spellcaster of 10th level or higher.



Moon Vial: This glass vial is often found empty or with a plain look water. The vial is the magical item, not the water in this case. The vial will be stoppered with a silver stopper. Somewhere on the bottle will have a design of a moon on it. When filled with water and exposed to moonlight for an hour it can be then later be shook and it will release moonlight for 8 hours. The moonlight will provide enough light as per a *light* spell. It can also be used as a material component for any spell that requires moonlight.



Sage Burner: This specialty censer is used to burn sage leaves. This is used when a sage smudging is not available. When burning, the witch can dismiss undead as if she were a cleric 2 levels lower. The witch can not destroy the undead, only turn.

Ugly Boots: These boots are not much to look at, but the Pumpkin Spice Witch finds them irresistible. Once she puts them on her speed increases from 120' (40' per round) 150' (50' per round), or by 25%. The witch requires an extra 2 hours per day (10 hours instead of 8) to recover her spells.



Witch Bells: Tiny silver bells on a silver chain. The witch can hang them in front of a door. They will ring with the sound of a large church bell when any spirit or creature with evil intent enters her home.

PART 7: UNIQUE WITCHES

The following witches will not fill the pages of witches to be feared or respected or have many stories told about them. These witches, though, are powerful in their own right. Each wants to be the best witch she can be. All three belong to same coven and represent the aspects of the Maiden, Mother, and Crone.

Becky

Female Witch 3rd level, Pumpkin Spice Tradition

Armor Class: 9

Hit Dice/Level: 3 (21 hp)

Attacks: 1 (weapon) or spell

Damage: 1d6 or witch spells

Movement: 90' (30')

Special Attacks & Defenses: witch powers

No. Appearing: 1 (Unique)

Save As: Witch 3

Morale: 9

Hoard Class: II

Alignment: Lawful (Good)

Str: 12 Int: 16 Wis: 12 Dex: 10 Con: 12 Cha: 16

Becky has the following witch spells and Occult Powers. She casts as a 3rd level witch.



Spells by Level

1st (2+2): Blessed, Glamour. Oh My god Becky!, BFFs

2nd (1+2): Create Wine, Pain, You Can't Sit With Us

Occult Powers

Familiar (Meowl, "Lord Whiskers")

Magic Items

Air scarf, ugly boots

Becky is a young witch, and if you ask, she will tell you about her great hair and all the reasons why she loves fall.

She has not settled down yet feeling she really needs to find herself and live her best life before she can commit to any one person. She has had a couple of boyfriends and a girlfriend or two, but none of them are anything serious.

Becky is also a lot smarter than she will let on. She opts to play up her stereotype of "beauty and not a lot of brains" because she has discovered that she can get further along in the world if people are always underestimating her.

She works at *Home, Heart & Hearth*, where she has likely seen more dark magic items than most magic-users four times her age. She is the youngest member of a coven with Karen and Carol.

Karen

Female Witch 12th level, Pumpkin Spice Tradition

Armor Class: 7 (bracers of protection, +2)

Hit Dice/Level: 12 (68 hp)

Attacks: 1 (weapon) or spell

Damage: 1d6, witch Spells

Movement: 90' (30')

Special Attacks & Defenses: witch powers

No. Appearing: 1 (Unique)

Save As: Witch 12

Morale: 10

Hoard Class: XX

Alignment: Neutral

Str: 13 Int: 15 Wis: 16 Dex: 13 Con: 14 Cha: 18

Karen has the following witch spells and Occult Powers. She casts as a 12th level witch.

Spells by Level

1st (4+2): Bewitch I, Block the Seed, Glamour, Predict Weather, Veritas, BFFs

2nd (4+2): Calm Emotions, Does This Bring Joy?, Evil Eye, sister to the Dark Ones, Witch Slap, Blessed Wanna-bes

3rd (3+2): Babble, Danger Sense, Purify Food and Drink, Witch Fire, Merry Meetings

4th (3+1): Age Resistance Lesser, Discern Lies, Mirror Talk, Bring on the Night

5th (2): Conjure Spectral Lover, Overlook

6th (2): Cloak of Dreams, True Seeing



Occult Powers

Familiar (Dog, "Roscoe")
Things Man Was Not Meant To Know are Fine for Women

Magic Items

Bad Hair Day Hat, Broom of Flying Greater

Karen is a middle-aged witch. Her husband is an Illusionist, but she hopes that one day he will get a real job. They have two children, a boy (Robbie) and girl (Diana). Karen has been a pumpkin spice witch since her mid-teens she was introduced to the craft by Carol, and she, in turn, found Becky.

Karen is no non-sense and knows precisely what she wants in life, or at least what she wanted from life. She does fantasize about a dashing Bard to come and take her away, but she knows she will miss her kids, her dog and maybe even her husband.

Unlike Becky, Karen will let you know exactly what she thinks, what she thinks of you in particular, and if you don't like what she has to say, well then she wants to talk to whoever is in charge.

Carol

Female Witch 17th level, Pumpkin Spice Tradition

Armor Class: 6 (bracers of protection, +3)

Hit Dice/Level: 17 (79 hp)

Attacks: 1 (weapon) or spell

Damage: 1d6 witch Spells

Movement: 90' (30')

Special Attacks & Defenses: witch powers

No. Appearing: 1 (Unique)

Save As: Witch 17

Morale: 11

Hoard Class: XXII

Alignment: Neutral

Str: 10 Int: 15 Wis: 16 Dex: 12 Con: 15 Cha: 17

Carol has the following witch spells and Occult Powers. She casts as a 17th level witch.

Spells by Level

1st (4+2): Analgesia, Blessed, Call Out, Forget Me Knot, Glamour, Cake and Tea Ritual

2nd (4+2): Bewitch II, Erasure, Heal Affliction, Light as a Feather, Stiff as a Board, Witch Slap, Sage Burning

3rd (3+1): Live Laugh Love, Love Attraction Candle, Witch Fire, Merry Meetings

4th (3+1): Ball Lightning, Fire Charm, Rain of Spite, Séance

5th (2): Create Pumpkin Golem, Private Sanctum

6th (2): Age Resistance, Summon Higher Power

7th (1): Cougar's Kiss



Occult Powers

Familiars (Cats, "Minerva" and "Dorcas")
Things Man Was Not Meant To Know are Fine for Women

Resting Witch Face

Magic Items

Broom of Flying Greater, Mask of Desire

Carol is an older witch, but she is not about to let that stop her. Sure her husband has run off with a woman half his age, but what is good for the gander is certainly good for the goose. Carol has had a string of young lovers since her "freedom," but she is now interested in accumulating power for herself. She has no particular agenda beyond that. She even doesn't care what happens to her ex-husband anymore.

APPENDIX A: SPELL LISTS

1st Level Witch Spells

Analgesia
Animal Companion
Bad Luck
Bewitch I
Bless Growth
Blessed
Block the Seed
Call Out
Categorical Organization
Cause Fear
Charm Person
Control Face
Fey Gift
Find Child
Forget Me Knot
Glamour
Greenery Light
Improve Cure
Love Identity Candle
Oh my God, Becky!
Predict Weather
Speak with Animals
Veritas (Truth Spell)
Witch Candle

BFFs (Ritual)
Cake and Tea Ritual (Ritual)

2nd Level Witch Spells

Agony
Bewitch II
Calm Emotions
Change Appearance
Create Wine
Does This Bring Joy?
Erasure
ESP
Evil Eye
Glitterdust
Haunting Mists
Heal Affliction
Light as a Feather, Stiff as a Board
Pain
Purification Spell
Rose Garden
Sister to the Dark Ones
Witch Slap
You Can't Sit With Us

Blessed Wanna-bes (Ritual)
Sage Burning (Ritual)

3rd Level Witch Spells

Astral Sense
Babble
Bewitch III
Conception
Cure Disease
Danger Sense
Eerie Forest
Illness
Lifesteal
Live, Laugh, Love
Love Attraction Candle
Purify Food and Drink
Sense Surround Spell
Spectral Presence
Tongues
Ward of the Season
Witch Fire

Animate Scarecrow (Ritual)
Merry Meetings (Air kiss) (Ritual)

4th Level Witch Spells

Age Resistance, Lesser
Ball Lightning
Bewitch VI
Cleanse
Discern Lies
Fire Binding
Fire Charm
Grandmother's Shawl
Mirror Talk
Nondetection
Ordeal
Rain of Spite
Threshold
Time Dilation
Wall of Wood

Bring on the Night (Ritual)
Séance (Ritual)

5th Level Witch Spells

Bewitch V
Calm Weather
Circle of Moonlight
Cloak of Gloom
Conjure Spectral Lover
Create Pumpkin Golem
Endless Sleep
Love Potion
Make Fertile
Overlook
Pillar of Life

Private Sanctum
Pumpkin into a Carriage

Information Network (Ritual)
Tripping the Light Fantastic (Ritual)

6th Level Witch Spells

Accelerated Aging
Age Resistance
Banshee Blast
Bewitch VI
Cloak of Dreams
Fearsome Familiar
Horror
Speak with Creatures
Summon Higher Power
True Seeing
Wall of Thorns

Contingency (Ritual)
Grand Sñance (Ritual)

7th Level Witch Spells

Age Resistance, Greater
Banishment
Bewitch VII
Breath of the Goddess
Cougar's Kiss
Longevity
Peace Aura
Prismatic Spray
Sword

Hell Hath No Fury (Ritual)
Spy Network (Ritual)

8th Level Witch Spells

Bewitch VIII
Bi-location
Frightful Aspect
I Am The Fire
Id Assassin
Larina's Liberum Libre
Prismatic Lightning

Hocus Pocus (Ritual)
Simulacrum, Advanced (Ritual)

Spells Usable by Clerics

First Level

Call Out
Categorical Organization
Find Child
Improve Cure

Second Level

Calm Emotions
Create Wine

Third Level

Glitterdust
Purify Food and Drink

Fourth Level

Discern Lies
Ward of the Season

Fifth Level

Circle of Moonlight
Cloak of Gloom

Sixth Level

Banishment
True Seeing

Seventh Level

Breath of the Goddess
Peace Aura

Spells Usable by Magic-users

First Level

Call Out
Categorical Organization
Fey Gift
Find Child
Greenery Light

Second Level

Glitterdust
Haunting Mists
Light as a Feather, Stiff as a Board

Third Level

Astral Sense
Eerie Forest

Fourth Level

Age Resistance, Lesser
Danger Sense

Fifth Level

Circle of Moonlight
Cloak of Gloom
Time Dilation

Sixth Level

Age Resistance
Banshee Blast
Cloak of Dreams

Seventh Level

Age Resistance, Greater
Longevity

Eighth Level

Larina's Liberum Libre
Prismatic Lightning

Ninth Level

Id Assassin

Spells Usable by Druids

First Level

Animal Companion
Fey Gift
Find Child
Greenery Light
Improve Cure

Second Level

Calm Emotions
Heal Affliction

Third Level

Eerie Forest
Glitterdust
Ward of the Season

Fourth Level

Age Resistance, Lesser
Wall of Wood

Fifth Level

Calm Weather
Circle of Moonlight

Sixth Level

Age Resistance
Wall of Thorns

Seventh Level

Age Resistance, Greater
Breath of the Goddess

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